

THE WORLD'S BEST CONSOLES MAG!!!

£1.75

NO 4 JAN



THIS MONTH'S SPECIALS:



NARD DRIVIN' REVIEW!
◀MOONWALKER ON SEGA!
FOUR NEW GAMEBOY GAMES!
NINTENDO SUPER OFFROAD!
EXCLUSIVE SEGA PREVIEWS!

SEGA



MEGADRIVE



GX4000



NINTENDO



GAMEBOY



MEGAMAN II
IT'S AMAZING!

FREE!!!
THREE
INCREDIBLE
POSTERS!!!

MICKEY MOUSE!



IT'S THE BEST SEGA
GAME AROUND!!!

SUPER FAMICOM!



IT'S THE GREATEST
CONSOLE EVER SEEN!

**WIN! A SUPER
FAMICOM!**

CART PLAY



A WHOLE NEW WORLD
WITH COMMODORE
IMMEDIATE ACCESS

**OUTSTANDING
GAME PLAY**

**ONLY
19.99 EACH**

PLUG STRAIGHT IN



THESE FANTASTIC GAMES ARE ONLY
SIZE AND DEPTH OF PLAY MEANS THE

*2 MEG = 256K OF MEMORY

OCEAN SOFTWARE LTD
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0660



BRIDGE OVER

OF FUN AND EXCITEMENT
64 GAME CARTRIDGES
OF UP TO 2 MEG!

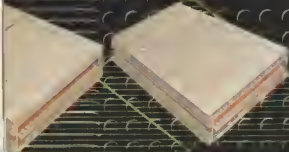


INSTANT
LOADING



IMPROVED
GRAPHICS

TO ANY C64 or C64GS



ALL IN ONE CARTRIDGE BECAUSE THE
THIS IS THE ONLY WAY WE CAN MAKE 'EM.



FROM ALL GOOD
SOFTWARE STOCKISTS



EDITORIAL 6

Yes, it's the page on which our Jazze spouts his views on anything he happens to be thinking about at the time - rubbish, usually. Plus your chance to read about the people with brains like overripe grapefruit - in other words, the MEAN MACHINES team!

THE RATINGS 8

If you're a bit confused over the rating system (and if so, shame on you), here's your opportunity to get the lowdown on the way we rate the games. No expense is spared to give you the best figure in town!

NEWS 10

Check out the most up-to-date info on the console scene; upcoming games, new peripherals, and even Jazze's latest clever trousers. Miss it and be laughed at for evermore!

NEWS FROM AMERICA 13

The US has more Nintendo than any other country - and quite a few Megadrives as well! All the latest inside news is rounded up here for your detection and delight.

NEWS FROM JAPAN 14

With the release of the Super Famicom, Japan is once again the centre of the console world. Want to find out what's happening in the Tokyo scene? Look no further!

MEAN YOB'S MAILBOX 20

Yob stands in for Maje Proops again as he responds

sympathetically to readers' emotional and personal problems - and laughs his head off.

Q+A 22

The world is full of sad, confused people who need Julian to show them the meaning of life. Here, the men in the loud rugby shirt answer all your questions, no matter how silly.

HELPLINE 30 NEXT MONTH 98

If you're really stuck on a game, the MEAN MACHINES team will put their thinking berets on and try to come up with the solution!

TIPS 25

The answer to all your gaming problems, this month including a helpful guide to the first names in Ghostbusters.

SUBSCRIBE! 44

There have been many sad tales of kids all over the country chopping off their appendages because they can't find the latest copy of this illustrious mag. Avoid this horrific fate by subscribing TODAY!

POSTERS 46

Your walls will love you when you put these gorgeous posters up. Three examples of top Japanese art are there for the sticking-up!

CHARTS 56

Here's where you can check out the best sellers on the Nintendo, Master System and Megadrive. Plenty to get your teeth into.

YOB'S GOSSIP 97

The sordid stories too shocking to be printed elsewhere are collected here to disgust and corrupt. Please avoid if you are of nervous disposition.

CONTENTS

MEAN MACHINES JANUARY ISSUE FOUR

COMPETITIONS

HOTLINES 43
Yet another fantastic array of phone-in competitions has been assembled by the hard working MEAN MACHINES team. Prizes galore are up for grabs, so don't delay - phone today!

MEAN MACHINES QUESTIONNAIRE 83
This is so simple it barely qualifies as a comp! Just fill in the answers, and you could be one of the five lucky winners of £200.00 of software for your machine! Got a pen? Well, use it then!



SUPER FAMICOM COMPETITION 85
Dai ichi Consoles have been overwhelmingly generous with their prizes in this comp. The overall winner gets a Super Famicom, and three runners-up get a Megadrive! With loads of other prizes, this is one comp you'd be a total wally to miss - get scribbling now!

SUPER FAMICOM REVIEW

Here's an in-depth review of the very best console ever (in our humble opinion); all the facts, stats, and software behind this utterly incredible new system.



PREVIEWS

WORLD CLASS LEADERBOARD94

Gott - there's no escaping it, especially when the Sega is involved. Have a gander at this sneak look until it receives the full treatment in an upcoming issue.

HEROES OF THE LANCE

This classic AD+D adventure strolls on to the Master System, and we treat it to a MEAN MACHINES in-depth preview.



GAMES REVIEWED

NINTENDO

MEGAMAN II	18
PROBOTECTOR	38
PINBOT	68
SNAKE, RATTLE 'N' ROLL	74
SUPER OFF-ROAD	86

SEGA

MOONWALKER	34
GAIN GROUND	40
MICKEY MOUSE	80

MEGADRIVE

MOONWALKER	34
HARD DRIVIN'	58
BATTLE SQUADRON	68

GX4000

GAZZA'S FOOTBALL	32
SWITCHBLADE	62

GAMEBOY

PIPE DREAM	88
FORTRESS OF FEAR	88
PACMAN	89
SPIDERMAN	89

EDITOR
JULIAN "JAZ" RIGNALL
ART EDITOR
OSMOND "OZ" BROWNE
STAFF WRITER
MATTHEW "MAZ" REGAN
ILLUSTRATOR
GARY "GAZ" HARROD
AD MANAGER
MARTHA "MAZ"
MOLLOUGHNEY
PRODUCTION ASSISTANT
EMMA "EZ" SADLER
PUBLISHER
GRAHAM "GRAZ"
TAYLOR

THANKS THIS MONTH
TO: Bing Bang-Bing for
the big bananas, and
Tarquin "Jobbia" Oonuts
for trumping very loudly
in Church last Sunday.

**EDITORIAL AND
ADVERTISEMENT**
OFFICES: Priory Court,
30-32 Farrington Lane,
London, EC1R 3AU.
TEL: 071 251 6222
FAX: 071 490 1095
PRINTED BY: BPCC
BUSINESS MAGS LTD
COLOUR BY: PROPRINT
(THE BEST COLOUR
HOUSE IN THE ENTIRE
UNIVERSE)
TYPESET BY: PURPLE
PILE AND THE
HAEMORRHID CREW
DISTRIBUTED BY: BBC
FRONTLINE (YD JIMBO -
NEVER TRUST A MAN
WITH A BOW TIE)
(C) MEAN MACHINES 1991

Here's the heavy bit... all of 28 lines. No part of
this magazine is to be reproduced or reproduced
in any way without the expressed permission of
the publishers. If you do, and we find out, you're
in for big-up trouble.

COMPETITION RULES

We EMAP employees go their immediate boss may
order. But everyone else can, apart from Croyney
William of Wex. Wexmonde because he's the
biggest twerp in the entire universe and suffers
from terrible habits (look him up in the
directory, kids). The Editor's decision is final,
and no correspondence shall be entered into. We
you can't have ten lines on the floor and delete
out of your bottom. But we can't take any notice
at all.

FINALLY

Alas! The first widely available
bottom-of-the-page, bottom-of-the-mag
publish hit of 1991. What can we say? "You can
tell, but you can't tell." Here goes nothing,
I'll tell me something I can't tell you. "Your name
is 'Gaz'." "Go ahead, read my day." "What a
laughing name!" "Not bad for a human!" "Heard
Heard He-He!" "You take a chance making your
name in a bar." "What do you listen to when you're
making out?" "Who knows? But if you ever speak
about those things come from, send them to
MEAN MACHINES at the next address,
marking your envelope 'I'm one hell of a little-butt
someone'." The first correct entry will win a
climber. We expect nobody to win...

HAPPY 1991!

Not much room to write my usual rubbish this
month, you'll be pleased to hear, because the
space is taken up with the results of all the MEAN
MACHINES competitions we've judged so far. Did you
enter? Well, your name might well be in the list below
- check it out.

A final quick word - Happy New Year to all you
console owners! We confidently predict that 1991 is
going to be the year of the console - if you thought
that Nintendo and Sega were successful last year, you
ain't seen nothing yet.

There's a whole load of incredible new games in
the pipeline - keep reading MEAN MACHINES and
you'll learn all about them.

See you later!

ROB 'N' GEORGE - THE MAIL MEN

If you've ever wanted to know what the MEAN
MACHINES postman look like, wonder now more.
Pictured here are Rob and George, the guys that sort
out all your mail! So now you know who to blame if
your letter gets lost...



SUPER PICS

We've had some more super pics from your readers.
Jim Sheppard from Monmouth in Gwent sent in the
wonderful colour cartoon of the MEAN MACHINES
gang - let's have some more. Jim! Jasvinder Bhu of
Southall, Middx sent in the super Christmas card,
Danny Gasser of London N18 painted the MEAN
MACHINES advert, and Russell Clamp sent in the
pictures of our very own cult, Gary Harrod. Thanks to
everyone concerned - we want more, more, more!



RESULTS COMP HEAP

Needless to say, the response to the competitions in the first and second issues of MEAN MACHINES was incredible. Our poor postman, Rob and George, are having treatment for their hernias at this precise moment. Anyway, we know that you're dying to hear who won the fabby prizes, so here goes!

PHONE LINE COMPS

Guess who's the proud owner of a spanking new Gameboy? Peter Guthrie of East Lothian, that's who! It's winging its way to you now Peter. The Turbograb, on the other hand, was won by Julie Hammond of Merseyside. She'll be admiring those amazing colours and listening to that stereo sound within the week! Congratulations, Julie. The five Master System games have been snapped up by Malcolm Thompson of Cardiff. We'll be in contact to find out your choices soon! G Henry of Portsmouth has won £150 of software for his (or her - which are you, G?) machine, e Master System. Again, we'll find out what you want in the next week or so. The Megadrive phone line was, unsurprisingly, the most popular. It was won by lucky old Wayne Doric of Leicester. No doubt he'll become even more popular at school now!

HANDY DANDY RANDY BANDY COMPO!

This not-to-difficult test was won by Gary Hussein of Knightsbridge (not exactly e skum, eh Gary?). The answer was of course Luigi, which was spelled in some interesting ways by many entrants! Still, congratulations, Gary, and expect e lebulous Gameboy in the post in a nonce.

IF I WON I WOULDN'T KNOW WHAT TO CHOOSE COMPO

The number of entries for this comp was stunning, and thanks to everyone who bothered to enter. Dai-Ichi Consoles UK, the wonderful people supplying the prize, have selected a winner, and it is...la-de...R Beasley of Upton Park, London! As this is Oz's neck of the woods, he or she (please give your full name, people!) will be in good company. Just watch out for roving Hammers fans and those elusive tremps! Congrats, R, hope you enjoy your choice of a Megadrive plus gemel. The second ish's competitions also had a phenomenal response. Here are the winners of the Hotline comps

WIN A GAMEBOY

A glorious handheld will be winging its way to Helen Jones of Nottingham soon. Hope you enjoy the free Tetris gemel

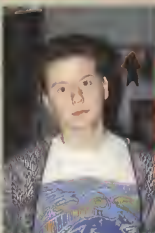
WIN A MEGADRIVE

This spanking new 16 bit machine has been grabbed by Simon Herley of Exeter. He's done himself as favour by entering this comp; let's hope he becomes a regular contributor to the Tips section!

JULIAN "JAZ" RIGNALL

Yek-tastic! No barber has been new this long-haired hippy grebo for years - no wonder he looks like a med Yak. He premisses to get his hair out sometime soon - the hair marchents who've been commissioned to tidy his growth are currently waiting for specially reinforced bra's to be imported from Latvia.

CURRENT FAVE GAMES: SUPER MARIO BROS IV, MICKEY MOUSE, SHAKE, RATTLE 'N' ROLL



MATTHEW "MATT" REGAN

Ouf-fabulous! Matt is the MEAN MACHINES quiff king. His hair is the neatest and tidest in the entire office. Only one barber, Alfonso the scissor maestro of Wensled, is allowed to touch his perfect locks. He also does a lot of good work for charity...

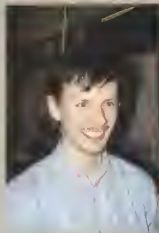
CURRENT FAVE GAMES: JOHN MADDEN'S FOOTBALL, PINBOT, SUPER MARIO BROS IV



OZ "MAH, I WOZ RESTIN" BROWNE

Afro-declous! Oz is another dude with a severe haircut. He was thinking about growing it into a serious 70's Afro, and getting a pair of trendy bell ends and platform wallies so he could pose down his local disco. Fortunately he's decided against this - he couldn't stand e laughing at him!

CURRENT FAVE GAMES: JOHN MADDEN'S FOOTBALL, RINGSIDE ANGELS



GARY "RUBBER BOY" HARROD

Skin-sational! Gary recently had all his hair cut off - we think he did it for charity, but nobody can confirm this. Now he looks like a cue ball with stubble. Or is that a coconut with munga. Still, it hasn't effected his drawing abilities...

CURRENT FAVE GAMES: JOHN MADDEN'S FOOTBALL, MICKEY MOUSE, SNAKE, RATTLE 'N' ROLL



THANKS TO

Console Concepts (formerly known as PC Engine Supplies) of Stoke for supplying us with all the Gameboy games we reviewed this ish, as well as Hard Drivin' on the Megadrive.

THE RATINGS

RATINGS WORK

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews possible. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times you can die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak beeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

MEGADRIVE

REVIEW

BY: SEGA

PRICE: £34.99

RELEASE DATE: NOV

GAME DIFFICULTY: EASY/MED

LIVES: 9

CONTINUES: UNLIMITED

SKILL LEVELS: 3

RESPONSIVENESS: VERY FAST

PRESENTATION 71%

GRAPHICS 82%

These skill levels, but boring ideas.

SOUND 74%

A decent, if rather boring tune and basic effects.

PLAYABILITY 85%

Easy enough to begin with, getting rapidly harder. Highly addictive stuff!

LASTABILITY 76%

Experienced gamers should be able to complete the game - if not, you'll certainly have fun trying.

OVERALL 82%

A highly enjoyable blasting romp. Recommended to shoot 'em up fans.

FORMAT: This icon tells you what type of cartridge the game is on - here's the full list:



GAME TYPE: These nifty icons show you what sort of game it is - here's the full list:



SHOOT 'EM UP



BEAT 'EM UP



SPORTS GAME



ARCADE
CONVERSION



PLATFORM GAME



PUZZLE GAME



DRIVING GAME



SIMULATION

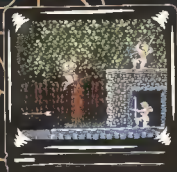


ROLE PLAYING
ADVENTURES

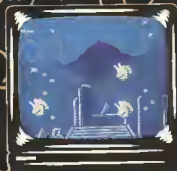
NEW

"MASTER
SYSTEM
GAMES
FROM..."

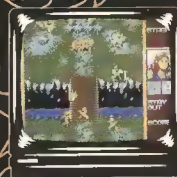
GA US



NEW
£29.99
JUNGLE FIGHT '88



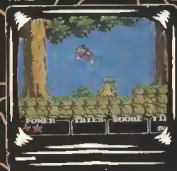
NEW
£29.99
SUBMARINE ATTACK



NEW
£29.99
GAIN GROUND



NEW
£24.99
ITALIA '90



£29.99
MICKEY MOUSE
COMING SOON



£29.99
MICHAEL JACKSON'S
MOONWALKER
COMING SOON

DO ME A FAVOUR
PLUG ME INTO A

SEGA

from Virgin

VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON W11 4AA

MEAN



JOHN MADDEN'S FOOTBALL CHALLENGE

Last month, MEAN MACHINES challenged Electronic Arts to play them at John Madden's Football. The gauntlet was taken up, and the two teams were brought together for an evening's entertainment.

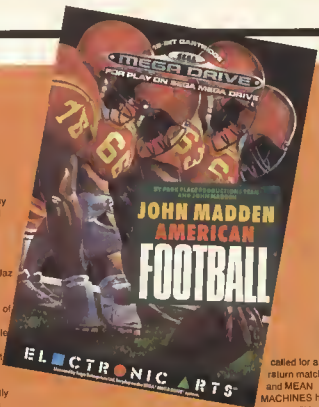
After initial knock out bouts, Jaz turned out to be the MEAN MACHINES representative and Scott scraped through on behalf of Electronic Arts. The final was played in front of the considerable turn-out, and a rather disappointing match it turned out to be.

Sportsmanship took a back seat as Scott, who had apparently spent every hour of the previous week in training, exploited a shortfall in the computer referee's pass interference analysis with some very brutal coverage tactics, knocking Jazza's brave players for

six every time he went for the ball. In the face of these dirty, low-down tricks, Jaz battled heroically, but eventually lost 59-14.

Electronic Arts has already

accepted. This time we'll include Gary Harrod on the team and will respond to rough play with similar tactics! We'll bring you a report when it happens.



CONSOLES WE ONCE LOVED NUMBER FOUR: INTELLIVISION

Launched in late 1981, the Intellivision proved to be quite a rival for the Atari VCS. It sported better graphics, better sound and bigger memory - and even had a special speech cartridge which some games utilised, although it must be said that the overall effect was something akin to a rusty Dalek with laryngitis!

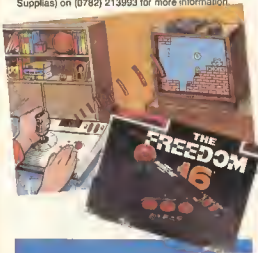
Plenty of games appeared on the machine, mostly arcade conversions of top coin-ops of the period like Defender, Donkey Kong, PacMan, Pole Position, Dig Dug, Popeye and Commando, as well as a variety of original games such as Dungeons and Dragons, Beamrider, HERO, Pitfall and Armour Battle.

There were peripherals too, such as the game unit, which incorporated a keyboard for use with specialised games and a range of educational



LOOK MA - NO LEADS!

A new infra-red, wireless joypad has been out in America for the Genesis (known over here as the Megadrive) - but it's available here as well. The Freedom 16, as it's known, comes from a company called Acemora, and features automatic rapid fire and its own on/off switch, so you can save the batteries when it's not in use. This joypad is a life-saver for those who are fed up with getting their leads tangled - and having to sit so close to the Megadrive. The price? £35.00 to you, squire. If you're interested, contact Console Concepts (formerly PC Engine Supplies) on (0782) 213993 for more information.



GAMEBOY GOES BANANAS

If you're a little peeved at the lack of official British Gameboy releases recently, take heart - Nintendo have just sent us a list of titles you'll be able to get during next year. They strassad that this was a provisional list, and other titles may be added!

From January to February, Fortress of Fear (Wizards and Warriors), Spiderman, Gargoyle's Quest and Double Dragon will appear in the shops. During March and April, Chess Master and Dr Mario will become available, and from June to August Dragon's Lair, Side Pocket, Bomber Boy, Radar Mission, Boulderdash, Mercenary Force, Othello and PacMan will appear. From October you'll be able to get your grubby mitts on F1 Race, Melroid, RC Pro-Am and the wonderfully-named Princess Blabetta!

Not a bad set of games at all. And we'll be reviewing them in MEAN MACHINES as soon as we can get our hands on them!

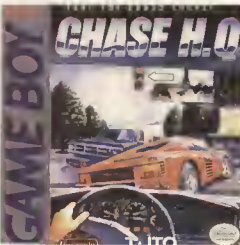


NINTENDO GO BANANAS

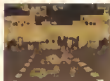
Not only have Nintendo got a bucketful of Gameboy titles ready for release, they've also got a whole load of NES games waiting for shipment. Amongst them are Mindscape's superb conversion of Gauntlet II, Rescue, Gremlins II, the game of the film, Bad Dudes

(a coin-op conversion better known in the UK as Dragon Ninja), Super Spike Volleyball (yet another coin-op conversion, better known as Super Dodgeball) and a football game called Nintendo World Cup.

"What are these games like", we hear you cry. Well, if you wait until next month, we'll tell you all about them!



CHASE H.Q., the popular car-chasing coin-op, is about to appear on the Gameboy. According to those who've seen pre-release version, it's an amazing conversion which features all the thrills and spills of the original! Sounds like one to look out for!





SEGA



NEW YEAR SPECIAL ENTER THE WORLD OF CONSOLES



MEGADRIVE - £129.95

MEGADRIVE + GAME £150.00
(Dynamite Dux, Burning Force
Arrow, Flash)

JAPANESE/ENGLISH CONVERTER
£19.95

SEGA JOYSTICK PAD
£14.95

POWER ARCADE STICK
£34.95

MEGADRIVE MAGAZINE (JAP)
£6.00

PLEASE RING FOR
LIST OF AMIGA

FAMICOM + GAME	£285.00
NEO-GEO (PAL)	£369.99
NEO-GEO (SCART)	£359.99
NEO-GEO SCART + GAME	£520.00
NEO-GEO PAL + GAME	£520.00

MEGA-DRIVE GAMES

STRIDER	£35.95
FATMAN	£33.95
AXIS	£32.95
BURNING FORCE	£29.95
HELL FIRE	£32.95
ARROW FLASH	£31.95
SHADDW DANCER	£34.95
ESWAT CYBER POLICE	£33.95
CYBERBALL	£31.95
D J B D Y	£31.95
MICKEY MOUSE	£29.95
DYNAMITE DUKE	£31.50
GOLDEN AXE	£30.95
RAINBOW ISLAND	£35.95
INSPECTDR X	£31.95
JDHN MADDEN'S FOOTBALL	£36.95

MEGA DRIVE GAMES (contd)

CELTIC v LAKERS	£34.95
NEW ZEALAND STDY	£34.95
AFTER BURNER II	£31.95
SUPER REAL BASKETBALL .	£31.95
SUPER MONACO G.P. PAL ...	£35.95
RINGSIDE ANGEL	CALL
WONDERBOY 3	CALL
SUPER AIRWOLF	CALL
CRUISER	CALL
DARIUS II	CALL
ATOMIC ROBO KID	CALL
CRACKDOWN	CALL
PLEASE RING FOR MORE INFORMATION	

FAMICOM GAMES

SUPER MARIO BROTHER	CALL
FINAL FIGHT	CALL
R TYPE 2	CALL
F Ø	CALL
DARIUS	CALL

RING FOR NEW TITLES!!

**TRADE
INQUIRIES
WELCOME**

GAMEBOY	£69.95
ILLUMINATOR	£15.95
LIGHT BOY	£19.95
PLEASE RING FOR GAMES LIST	

**OPEN
7 DAYS
9-7pm**



101 College Ave
Gillingham
Kent ME7 5HX
Tel: (0634) 577306

VISITOR'S WELCOME - RING FOR AN APPOINTMENT

NARC OFF!

William's highly popular and ultra-gory arcade game, NARC, has recently been released on the Nintendo in the US. Incorporating many of the original coin-op's features, it's up to you (and a second player if you have a friend around) to go against Mr Big's army of drug-crazed no-good hoodlums. Since they're nasty drug-dealing types, you've got carte blanche to use everything in your power to blast them away - you can shoot them with machine guns, blow them up with your rocket launchers and even run them over in your flash Porsche! Sounds like a lotta, lotta lafs to us - we'll give you a further update later this year.



Back to the Future fans will be pleased to hear that the two sequels, Back to the Future II and III are to appear together on a single Nintendo cartridge. Featuring platform levels based around both films, you take control of Marty McFly as he battles Bf Tannen's ancestors and offspring through four separate time zones - 1885, 1955, 1985 and 2015! It all looks pretty good fun - we'll bring you more news as soon as we have a UK release date.

JACKIE CHAN'S ACTION KUNG FU™

Mega kung-fu personality and film star extraordinary, Jackie Chan, has recently endorsed a new Nintendo game in the US. Jackie Chan's Action Kung-Fu has, as you might expect, plenty of beat 'em up action as you guide Jackie past molten lava pits, fight tigers and walk through crypts filled with the undead on the way to kicking in the Prince of Sorcerers, who's been causing a bit of a ruck down at his manor. It looks pretty good, but fans of Jackie Chan will be disappointed to learn that there's no official British release date as yet.



FROM USA





FROM JAPAN



SHADOW DANCES IN

Recently released in Japan, and available on import in the UK at the moment is *Shadow Dancer*, a not-too-accurate conversion of the rather mediocre arcade game. The idea is to take control of a Shinobi-type character and his dog and guide him around the Shinobi-type landscape, lobbing shurikens or knifing Shinobi-type baddies.

It's all very reminiscent of *Revenge of Shinobi*, but has neither the addictive qualities or the challenge. Ardent Shinobi fans will get some pleasure out of this, but we were all disappointed by the rather poor graphics and complete lack of originality.



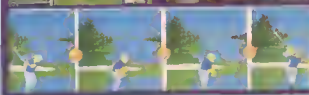
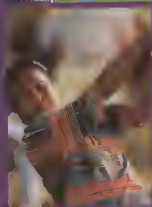
RINGSIDE ANGELS

If you enjoy watching women's wrestling, you'll certainly get a kick out of the latest Megadrive game to be released in Japan. Suzuki's *Ringside Angels*, endorsed by Japan's glamorous (and very talented) top wrestling star Suzuki, puts you in the ring with a variety of other famous fighting females.

The idea is to wrestle your way to the top by defeating your foes in one-on-one bouts. There are a variety of different moves available to the player, and battles can be fought out of the ring as well as in it! Although the graphics are nothing special, the great gameplay, two-player option and slightly pervy moves resulted in this going down a storm in the office!



Hole in One Professional, a new golf game soon to appear on the Super Famicom, looks utterly incredible! Utilising a special 3D graphics chip called the Polygiser, gorgeous 3D graphics are generated to make this the most realistic golf simulation yet seen. Just check out the screen shots and see what we meant.





CONSOLE * QUEST



Tel: (0903) 693623/63786 Office hours: 10am-1pm 2-9pm Monday to Friday

CONSOLE QUEST HOPES YOU ALL HAVE A WONDERFUL FUN 1991

Oh boy, January Sales already. So January Sales it is. How can we at CQ appeal to the Gaming Masters (Persons), except by using our charm, wit and good looks and yes, yes our alarmingly low PRICES.

How does the sale work? All NEW game prices have been reduced by at least £2 eg. STRIDER was £42, now £40 or MICKEY MOUSE £33, now £31. All NEW PC ENGINE prices have been reduced by £4. The prices as ever include Post & Packing. Ring in for your SPECIAL DEAL.

We supply both new and second hand console machines and games. We have the latest to the oldest, from DYNAMITE DUKE to ALEX KIDD. The prices for the games range from £15 to £45. If you own a NEO-GEO you may join the OFFICIAL U.K. CLUB through us, please ring.

Below are examples of new games that we have in stock:-

MEGADRIVE
STRIDER
SHADOW DANCER
MICKEY MOUSE
JUNCTION
HEAVY UNIT
J. MADDOEN FOOTIE
GRANADA X
WONDERBOY III?
HARD DRIVING?

PC ENGINE
OPERATION WOLF
AFTERBURNER II
RABIO LEPUS
BATMAN
F. SOCCER
LEG. AXE II
GOMOLA SPEED
STRIDER ?
MURDER CLUB?

GAMEBOY
BATMAN
TMNT'S
SKATE OR DIE
FI-BOY
GHOSTBUSTERS II
RADAR MISSION
F OF FEAR
GREMLINS 2?
ROBOCOP?

NEO-GEO
SUPER SPY
BASEBALL STARS
CYBERLIP
VIETNAM 1975
NINJA COMBAT
RIOING HERO
GOLF
SKY SOLDIER?
JOY JOY PUZZLE?

SEGA GAME GEAR + GAMES NOW IN STOCK. AND WHAT ABOUT A GAMEBOY DELUX WITH THE GAME OF YOUR CHOICE FROM £69.50. WHIZZO EH!

We supply joypads & joysticks, MEGADRIVE + MICKEY MOUSE at £165. The ATARI LYNX at £125 too.

BUT most of all, we provide help and a service, which we hope you will find is second to no-one else.

At Console Quest, we play the games too, you know. Please ring for help/advice. Callers are welcome by appointment.

P.S WE WILL BE AT THE HAMMERSMITH 16 BIT SHOW, STAND 57 ON 4-6 JAN.

SEE YOU THERE FOR A BIT OF TRADE. BRING YOUR OLD GAMES.

ALL NEW GAMEBOY GAMES DOWN BY £1 TOO!! SALE ENDS 31/1/91

CONSOLE QUEST, 1 ASHACRE MEWS, OFFINGTON, WORTHING, W. SUSSEX BN13 2DE.

WIN! WIN!! WIN!!!

MAKE IT A HAPPY NEW YEAR WITH PLAY TO WIN
FOUR MORE GREAT PRIZES IN OUR
JANUARY COMPETITIONS

1. AS PROMISED, ANOTHER CHANCE TO WIN
A FAB **16-BIT MEGADRIVE**..... RING **0836-405106**
2. EVEN MORE SOFTWARE!! **£250** WORTH OF
SOFTWARE OF **YOUR** CHOICE RING **0836-405107**
3. WOW! PICK YOUR OWN PRIZE - **ANYTHING**
YOU WANT UP TO A VALUE OF £150 RING **0836-405108**
4. ITS HAND HELD TIME AGAIN - WIN AN
ATARI LYNX..... RING **0836-405109**

IF YOU DON'T ENTER YOU CAN'T WIN!

January competition 1st to 15th February 24 hrs.

February competition starts 1st February with four more great prizes.

Calls charged at 33p per minute cheap rate. 44p per minute all other times. Ask permission prior to phoning

PLAY TO WIN, 159 Strathmore Avenue, Luton LU1 3QR

Tel : 0582 413943. We also sell everything.

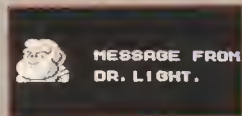


Dr. Wily is a bit of naughty chap, isn't he? After somehow escaping the near-lethal pasting you gave him in Mega Man 1, he's back - but with eight more mechanized meenies to protect him. Enter Mega Man, a streetwise super-robot fresh from success in the original game. He decides that the evil Dr. Wily must be taught a lesson once and for all.

Before departing on his voyage of destruction and platform-leaping adventures, Mega Man pauses only to scoop up his Electro-Death Cannon and communications unit, so he can keep in touch with his creator, Dr. Light. There are nine levels in Mega Man 2. Eight of them are the stomping grounds of Wily's robo-cronies and these can be played in any order. Level nine (Wily's domain) can only be visited when the other eight have been conquered and there's plenty of surprises still to be uncovered once you get there!



▲ Dr. Light keeps in touch...



▲ Travelling the skies in Air Man's domain!

COMMENT



MATT

Every time I play Mega Man 2, I just seem to like the game more and more. Everything required to make a platform game incredibly entertaining has been crammed in. The graphics are varied and possess amazing detail. The sprites are probably the best I've seen in a Nintendo game. The sound can't be faulted either with great effects and tunes. But it's the playability that really makes this game so brilliant. The programmers must have spent months racking their brains to come up with the mind-warping puzzles seen here. I'll put this simply. Mega Man 2 ranks as one of the greatest NES games I've ever seen, with unsurpassed addictive qualities. Buy it as soon as possible.



▲ Facing up to an end-of-level guardian!





▲ Dr. Light keeps in touch...

HENCHMEN HIT LIST

Dr. Wily's new, improved meemies aren't exactly the most hospitable folks in the game to say the least. Each has a powerful special weapon that could spell doom to our Mega hero! However, beat them up and Mega Man can confiscate their weaponry and use it for his own ends.



BUBBLE MAN: Wily's weakest creation, Bubble Man requires just a few hits from the Electro-Cannon to send him packing. His special power is "Bubble-Lead", which isn't very powerful but is pretty useful for disposing of foes below you.

AIR MAN: Fires off a multitude of powerful tomatoes at Mega Man with the aid of his "Air-Shooter". Air Man is another relative weakling that even new door's cat should be able to dispose of with little or no effort.

WOOD MAN: With his terrifying "Leaf-Spluder", Wood Man requires plenty of practice to beat. Unfortunately once Mega Man gets his hands on the shield he might as well just "shoot" at the enemy for all the good it does.

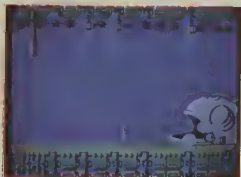
QUICK MAN: His "Quick-Boomerangs" are the fastest weapon available, but not the most powerful. Getting to Quick Man is the worst problem. During the level huge energy beams threaten to destroy Mega Man and speed along with cunning are required to beat them. Or maybe Flash Man can help...

HEAT MAN: "Atomic-Fire" makes Heat Man the terror that he is. With his fire-shielding capabilities and awesome fire-power, Heat Man is one of Wily's most powerful creations.

CRASH MAN: His bombing capabilities are the end for Mega Man, however one weapon can disarm Crash Man with only two shots! Crash Man's "Crash-Bomber" is also useful for blasting your way in Flash Man's domain.

FLASH MAN: After negotiating screens of slippery platforms meeting up with Flash Man isn't exactly an inviting prospect. His "Time-Stopper" freezes everything, enabling him to finish you off without any interference. If Mega Man could get his hands on that...

METAL MAN: Probably one of the toughest of Wily's henchmen. His "Metal-Blade" is the best round weapon and can be fired in eight directions. But first you've actually got to get through the Metal Machine lives in, and that ain't easy...



▲ Foes of all shapes and sizes tremble before Man!



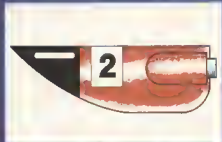


LET THERE BE LIGHT!

If Mega Man disposes of some of Wily's more dangerous robots his creator, Dr Light, will beam across some of his latest creations ready for instant use.



ITEM 1: Enables Mega Man to create his own platforms that rise upwards - essential when our hero needs that extra bit of height.



ITEM 2: Special Jet-Sleds streak across the screen horizontally, and our hero can use these as moving platforms - just the ticket for avoiding some of the game's nastier platform puzzles.



ITEM 3: Again, another kind of platform is created when Mega Man uses this item. These platforms bounce around until they hit a wall, which it will then follow upwards before vanishing.

Slippery floors abound in Fish-Man's level. ▶

PLATFORMS 'N' TRAPS

So you think that nine levels of platform excitement isn't quite enough for you? Think again! Mega Man 2 uses every dirty trick ever seen in any platform game! Take Heat Man's stomping ground, for example. Here, platforms have a peculiar tendency to suddenly disappear from under our hero's feet - just when the next step to safely appears! Air Man's level is another good example of the type of dirty tricks this game has in store for you. Mega Man has to jump onto moving platforms, which may not sound too strenuous, except for the fact that an enemy sprile is already on there ready to attack! And once the first eight levels have been completed (and there's literally months of play in doing just that!) there's another surprise in store. Dr Wily's castle isn't just one level. It's been split into four smaller sub-stages each packed with some of the most lethal platform puzzles yet seen in a console game!



A TOKEN BONUS

Shooting the enemy spriles usually yields some kind of mega bonus that Mega Man can collect. The majority of power-ups come in two sizes, and obviously larger icons are likely to have more of an effect than smaller ones. Energy pearls and weapon re-energisers are two of the more frequent icons. But lucky players may be able to find extra man and special pods that enable Mega Man to claim extra agony - very useful if the end-of-level boss is giving our hero a bit of eggro.



Switching between your amassed weaponry couldn't be easier. Simply pressing the start buttons pauses the action, and it's here that you choose your new weapon. ▶▶▶ tell when the new weapon



NINTENDO REVIEW



集
牛
寺
牛



▲ Flash Man confronts our hero!



▲ Mega Man enters the domain of Bubble Man!

COMMENT



Wahey! Mega Man is back, and this time he's brought... er... I don't know. What has he brought? Well, fab graphics for one thing. The sprites and backdrops are absolutely stunning - just feast your eyes on the screen shots and see what I mean! My favourites are the fire-spitting robo-dogs which wag their tail when they're roaming you! Like the original Mega Man, the gameplay is beautifully balanced, letting you get just a little bit further into the game each time you play. There are some incredibly tricky parts of the landscape to negotiate, and you have to do a fair bit of thinking to work out how to get past them - but there's always a way! Mega Man 2 is one of the finest platform games ever seen - invest your Christmas money in it now!

▼ Watch out for the disappearing platforms, Mega Man!



has been selected, because Mega Man's chameleon costume changes colour. Your stored energy canisters and Dr Light's useful gifts can also be utilised on the pause screen, before getting back to the real task of giving Dr Wily a right royal kick up the backside.



BY: CAPCOM
PRICE: £34.99
RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUOUS: UNLIMITED
SKILL LEVELS: 2
RESPONSIVENESS: MEGA



PRESENTATION 93%

Great intro screens and a superb feel to the game itself

GRAPHICS 96%

Probably the greatest variety of backdrops and sprites yet seen in a NES game - and they're all brilliant!

SOUND 92%

Funky tunes and spot-on effects compete for the player's attention.

PLAYABILITY 96%

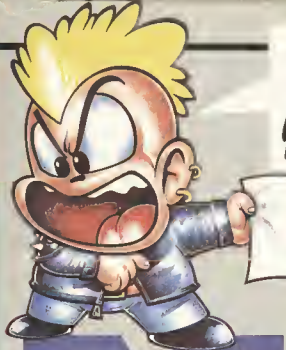
Mega Man is a joy to control, and getting your hands on the extra weapons makes it even better!

LASTABILITY 93%

Nine levels to keep you going and they're aren't easy. If you do complete the game, why not try adjusting the difficulty level?

OVERALL 95%

A totally amazing NES platform game that simply **MUST** be purchased as soon as possible!



O!!!! I WANT
YOUR LETTERS!

The YOB, the scourge of the mailway is back again, brandishing his lathal lattar opanar and rrawing to enewer all your scribbings. If you've got something interesting to say, or have pictures, photos or anything that you think YOB will find interesting, why not send it to: MEAN YOB, MEAN MACHINES, PRIDRY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month gets £150.00 worth of console software - so get your brains in gear and get writing!

THOSE WHERE THE DAYS

Hello MEAN fellow, I haven't seen my first letter printed yet but so what eh? Anyway an article in issue one made me think. Yes, I did eat all my rusks last night. This article concerned was about consoles we once loved, the console under the spotlight: the good old Atari VCS.

Once upon a time when I lived in London I used to own one of these beauties. The Atari cost my Mum and Dad £100.00 from our local dealer and I loved it. The free game was Combat; there were 27 types of shooting to be done with tanks and planes and in those days, when Breakout and Invaders ruled the roost, it was the business. The cartridges were about £30.00 a throw and I eventually built up a good collection with the likes of River Raid, Pitfall, and Frogger.

Time went on and the VCS was replaced by a 64 which in turn was replaced by an ST. Now I've come full circle and returned to consoles with a Megadrive.

The point I'm trying to make is that console games aren't expensive. I paid £30.00 to £40.00 for games about a decade ago for 4k of blocky graphics, beeps and whistles. Now for the same price you can get the best that the Land of the Rising Sun can offer.

I think that consoles will clean up the market and computers will be confined to offices. Soon everybody will be able to play an exact copy of their favourite arcade machine in their own home. All I can say is how marvellous this will be.

Dave Birch, Boston, Lancs
YOB: Marvellous indeed. The price of gaming has gone down, relatively speaking, and quality has improved massively - nowadays you can spend £35.00 on a conversion and get a game identical to the one in a coin-op cabinet. I disagree with your thoughts that consoles will completely take over the market - there'll always be a place for computers. By the way, it'd be nice to have that sheer amount of game variety that early VCS titles offered - Asteroid's had 144 game variations. How about it programming people?

I CAN'T TEST THE GAMES

Dear MEAN YOB! Congratulations on giving us such a good mag on consoles which has been needed for a while now. Again I see that Julian Rignall is part of another great mag.

But I'm annoyed. I went around the computer shops in my area and saw Megadrives, Nintendos, and Master Systems all lined up next to each other. But guess what! There were all turned off instead of showing the graphics, sound and gameplay, all they showed was a blank screen.

If you're lucky a sales assistant comes and turns it on. But then the problems really start because you get a waffled and stretched-out explanation of what the machine is capable of.

I now have a UK Megadrive which I will be able to use at Christmas. But again the problems start. You go to ask if you could quickly test a game to see whether you like it, but all you get is that stare that means 'you must be joking'.

Admittedly not all places are like this. But why can't they understand that not everybody wants a free play, with no intention of buying a game?

Stephen Jones, Pontesbury, Shrewsbury

YOB: It's a flippin' disgrace when you can't see a game before you buy it. It's a problem with large chain stores - but most smaller specialist computer shops will be more than happy to show you their wares. The best thing to do is wave your wad under the shopkeeper's nose and say, 'this could all be yours... but I want to see what I'm buying first - but not waffle me out, shopkeeper dude'.

DISAPPOINTED WITH SEGA GAMES

Dear MEAN YOB,

I am a disappointed owner of a Sage Master System and I am looking forward to getting a Megadrive from my Dad. The problem with the Sega is that the games are too easy and repetitive. I have completed Double Dragon in a day, Golden Axe in a day and a half, etc. Are the games on the Megadrive any harder and more exciting? I also want to know if the Power Base Converter is worth getting.

Andrew Steele, Kent

YOB: Well, for a start, if you're a disappointed Sage owner, what's the point of buying a Power Base Converter if all you can do with it is play Sage games? Ooh! Megadrive games tend to have multiple difficulty levels, so you can up the level to suit yourself - Jazzie spoke about it in his editorial last month. You're obviously a good player, so when we review a game, check out the difficulty rating to help you to choose a game that's medium/hard and not easy.

A PROUD MEGADRIVE OWNER

Dear MEAN YOB,

By the time you read this letter I

will be the proud owner of a Megadrive and there are a few things that I find only the YOB could answer.

There is no denying that Megadrive software is a bit pricey for the average pocket money from stingy parents. So what I want to know is if the old software will become cheaper or new budget titles may arrive.

I desperately would like a driving game for my Megadrive, so please could you tell me what, in your respected opinion (creep), is your favourite racing game?

Oh and MEAN MACHINES is the wickedest console mag around - when can I subscribe?

Austin Stanniland, Retford, Notts
YOB: Super Monaco GP is the best Megadrive racing game around. Software might come down in price - but not for at least 18 months, so you'd better get saving.

MARKS TOO LOW?

Dear Well 'ard mega YOB!

How come reviews in C+VG are higher than those in MEAN MACHINES eg Golden Axe: C+VG's Overall rating was 95%, MEAN MACHINES Overall rating was 91%?

From your greatest fan, Michael Greenow, Shirley, Solihull
YOB: Opinions differ, old chum. We use a democratic proportional marks system - on MEAN MACHINES both reviewers fight and have punch-ups and come up with a mark that they're both happy with. However on C+VG, it's just one person's view. However, C+VG's system is soon to be changed...

CONFESSION TIME

Dear MEAN YOB,

Forgive me YOB, for I have sinned. My confession is that while I was away on holiday last month I missed the first issue of MEAN MACHINES. I ask myself how could I do such a thing, if I see it anything to go by.

Because of my great sin I have missed the fabulous screenshots (more than the usual 2-3 in most mags), the excellent reviews and

rating system, the brilliant news section, and much, much more.

The magazine brought me back from the edge of abandoning the console scene altogether. But your mag has shown me the true path.

I must humbly ask if there is a possibility of obtaining a back issue?

Yours hopefully,

Paul Welsh, Lavenham, Suffolk

YOB: Do ten Male Hairies, then stick a cheque or postal order for £2.50 (made payable to MEAN MACHINES) in the post and send it off to: BACK

MEAN MACHINES REVIEWED

Dear YOB,

I think MEAN MACHINES is totally mega so I decided to review it, so here goes:

PRESENTATION 98%

Brilliant reviews and previews and loads of screenshots, just what everyone wants! Occasionally let down by hard-to-see text though.

GRAPHICS 96%

Amazingly brilliant pics, mostly very small, but a few huge ones to be found.

SOUND 10%

The occasional rustle, but that's as far as it goes!

PLAYABILITY 99%

Wickedly easy to read, funny (on the odd occasion) and interesting, informative reviews.

LASTABILITY 97%

You'll still want to be reading it weeks and weeks after you buy it, even though you'll already've read it umpteen times.

OVERALL 98%

An utterly brilliant mag that you'd be nuts to miss.

ISSUES, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get a move on, because stocks are low.



Steve T. Filton, Bristol

YOB: The team's egos have been so well and truly blasted by your ratings we've had to get a new front door installed so they can get them into the building.



It's questions and answers time again, with another mountain of queries for me to answer. How do you think them all up? Who knows - but keep on asking, and I'll keep on answering. Except for dumbo questions like, "tell me every game that's coming out on the Megadrive", or "list every game on the Master System and how good you think they are". I said it last month, and the month before that and I'm saying it again - make your questions reasonable please, or they won't be printed! If you've got a burning question you want the answer to, write to: JAZZA'S Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. If your questions are intelligent, I'll answer them...

IS DJ BOY ANY GOOD

Dear Jaz,
I recently bought a Megadrive and am thinking of buying DJ Boy for it. Please could you tell me if it's any good or not. And can you recommend any other games.
William King, Redcar, Cleveland
JAZ: It's not bad, but it's a bit easy. If you want to know more about it, check out the Complete Guide to Consoles Book IV - It's on sale now and has reviews of every Megadrive game available.

TELL ME ABOUT IT...

Dear Jaz,
As I am getting a Megadrive and I am very interested in a few facts about the machine that the God-like people at Sega gave us. Firstly, what is the storage capacity of an average Megadrive cartridge? Secondly, what is the free game Altair Beast like?
Christopher Middleton, Middle Harington, Sunderland
JAZ: A Megadrive cartridge can store up to 8-megabits of information - that's 1024K, or

one megabyte as it's known in the trade. Most cartridges, though are either 2 or 4-megabits. Altair Beast is alright as a freebie - it's a good copy of a fairly ordinary arcade game - but don't expect it to keep you occupied for long.

PERIPHERAL PERIPHERY

Dear Jazza,
Apart from the CD-ROM are there any other hardware accessories coming out for the Megadrive in the near future? I think it would benefit from a four-player joystick adaptor so that multi-player games can be played.

I know you might say consoles aren't made for flight sims but how would you play one on a console without any form of keyboard? How do you save games without a disk drive? Also I have been saving my Golden Goals on Kick Off II, is this kind of saving possible if a suitable peripheral was brought out for the Megadrive? *Dave Birch, Boston, Lincs*
JAZ: Rumour has it that a keyboard and disk drive are being developed for the Megadrive - but when they'll be released is a mystery. You could easily play flight simulators on a console. If you used two controllers there'd be more than enough buttons to go round - the main joystick and missile/chief/guns could be on the one you hold, and secondary functions like thrust/map waypoint etc could go on the other. Finally, battery-backed RAM is all you need to save games - most large RPGs already feature this system.

JUST FIVE THINGS...

Dear Jaz,
Some questions:
1. Are Ocean planning on doing any conversions as they have a library of excellent games?
2. When will Strider be officially available? I can't wait!
3. Do you know who, if anyone, has the licence for Capcom's Final Fight?

4. Are there any plans for cheaper games like the Sega Master System has?

5. And finally, are there any plans to convert the following games to Megadrive: Off Road Racer, NARC, Robocop, Pang, Gauntlet, and any Super Mario game?

David Pashum, Exeter

JAZ: 1: Ocean are working on a Nintendo version of Robocop II - but none of their back catalogue will appear in any console form apart from Robocop on the Gameboy. 2: February. 3: It's only scheduled to appear on the Super Famicom, and doesn't look like it'll appear on the Megadrive. 4: No. 5: No, no, no, no, no and no.

GAMEBOY QUERY

Dear Jazza,

1. Can I use imported cartridges on my British Gameboy?
2. When will Super Mario Bros III be released on the NES?
3. How much does the rechargeable battery pack for the Gameboy cost?
Neil Currie, Alloa, Scotland
JAZ: 1: Yes. 2: Later this year - hurrah! 3. Check your Gameboy stockist and ask them.

BASEBALL FAN WANTS IT BAD

Dear Jaz,
I have just purchased a Megadrive. Could you please help me; I have been a fan of American Baseball for some years, and I have played Hardball on various computer formats, the best being the Amiga.

So all I would like from you is to know what baseball games are available for the Megadrive, which are best, and why.

D Stanforth, New Maston, Manchester

JAZ: There's only one, Super League Baseball, and it's being officially released in the UK later this month (I think it costs £29.99). It's a very good version of the sport, boasts excellent graphics, animation and sound and knocks the Amiga version of Hardball for a home run. So now you know.

NINTENDO KNOW-HOW

Dear Jaz,
I'm getting a Mattel version of the Nintendo. Could you please answer these questions.
1. What do you do if you want to play American or Japanese Nintendo games?
2. Are the graphics for the Mattel version worse, better or just the same as the American or Japanese versions' games?
David Moffett, Mallaig, Scotland
JAZ: First of all Mattel versions of the Nintendo are exactly the same as any other UK Nintendo available at the moment - it's just that they were originally brought in by Mattel, not Nintendo. In answer to your first question - you wait for them to come out over here because they don't work on UK machines. And secondly, the graphics are absolutely identical to the American and Japanese versions. So stop fretting.

A CRUDE QUESTION

Dear Jaz,
For Christmas I'm getting a Megadrive and I would like to know if my favourite coin-op, Crudebusters, will be coming out for it. I think MEAN MACHINES is very smart and classy.
M Kearns, Widley, Herts
JAZ: Rumour has it that Crudebusters will appear this Autumn - keep watching MEAN MACHINES and we'll bring you a further update later on this year.

A LOAD OF SEGA STUFF

Dear Jaz,
I own a Master System and soon a Megadrive and have some questions I would like you to answer:
1. Is Bubble Bobble coming out on the Megadrive or Master System?
2. How does the Master System Light Phaser work?
3. Does the Phaser work on the Megadrive?
4. Why not have a High Score page for the console you review?
5. You mentioned that Sega are

making a 32-bit machine - is this more powerful than the Neo-Geo console and will it have a converter like the Megadrive Power Base Converter that will run Megadrive and Master System games?
Meriel Price, Pentlenger, Swansea

JAZ: 1. No - you'll have to buy a Nintendo to play Bubble Bobble.
2. That's a stupid question to ask and you don't need to know the answer - anyway, it'd take up two pages to answer and you still wouldn't understand it.
3. No. 4. Because Terry says we can't. 5. Flipping heck! They've only just started to design the machine and you expect me to know everything about it. Well end etc.

MEGADRIVE QUICKIES

Dear Jaz,
Guess what? I've got some questions for you!
1. Do you really only get one joypad when you buy a Megadrive?
2. Will Gauntlet appear on the Megadrive?
3. Is there ever going to be a Golden Axe II?
4. When the Megadrive CD-ROM is here how much will the games cost?
Allen Wain, Cambridgeshire
JAZ: Guess what? I've got some answers for you. 1: Yep, you only get one - but you can buy extra ones on their own. 2: There are no plans at the moment. 3: Sega apparently are working on a Golden Axe II coin-op, but whether or not a conversion will ever appear on the Megadrive is another thing entirely. 4: For the last time, it'll appear during the Autumn of this year and will cost about £120.00. No more CD-ROM questions please, they're boring.

THESE ARE EXCITING

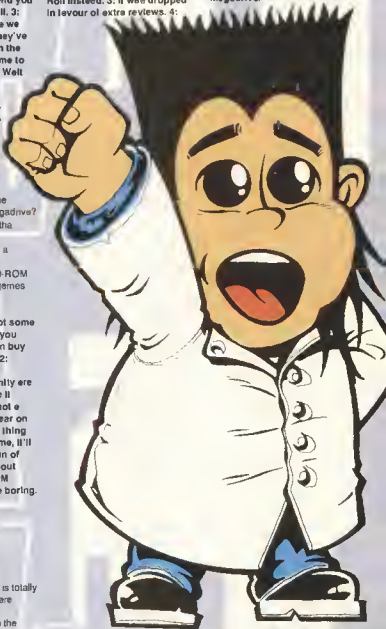
Dear Jaz,
I think MEAN MACHINES is totally great, and all other mags are useless by comparison.
1. Any chance of those on the

Nintendo? Missing In Action, Aliens, Werdner
2. What do you reckon on these? Ghosts 'n Ghouls, Kung-Fu, Metal Gear
3. What happened to the promised First MEAN MACHINES arcade column, in issue 2?
4. Who is Dwayne Minton?
Keep up the good work!
Stuart Baulk, Hemel Hempstead, Herts
JAZ: 1. Aliens might appear later this year, but the rest are doubtful. 2. All pretty naff - get Megam 2 or Snake, Rattle 'n' Roll instead. 3: It was dropped in favour of extra reviews. 4:

He's a thickie everyone hates - if you see him, stay away 'cos he smells.

LIGHT ENTERTAINMENT

Dear Jez,
Please could you tell me if a Light Gun is coming out for the Megadrive.
Sion James, Mid Glam, South Wales
JAZ: As far as I know, there won't ever be a lightgun for the Megadrive.



TOKYO JOE

**2 William Clowes Street,
Burslem,
Stoke-on-Trent,
Staffs ST6 3AP**



TOKYO JOE
HOTLINE:
ORDERS ONLY

(0782) 575674
(0782) 836317

9.30-6pm
6.30-8.30pm

MON-SAT

SEGA
MEGA DRIVE
SNK
Neo-Geo

HAND HELD
PC ENGINE
GAME GEAR
SUPER FAMICOM
ATARI LYNX



**NINTENDO
GAMEBOY**

JAPANESE MEGADRIVE

SEGA MEGADRIVE (PAL)	MOONWALKER	34.95
134.95	DYNAMITE DUO	34.95
SEGA MEGADRIVE	SUPER SHINOBU	34.95
+ JOYPAD + ESWAT	ARROW FLASH	34.95
OR S REAL BASKETBALL	DIARIUS II	40.95
134.95	HELLFIRE ATTACK	34.95
OR JAPANESE SEGA 1995	BURNING FORCE	34.95
"PRO 1 JOYPAD	HARD DRIVEN	40.95
134.95	U.S. BASKETBALL	30.95
JAPANESE MEGADRIVE	S. MASTERS GOLF	30.95
MAC	RAMBO III	34.95
8.00	SHERLOCK HOLMES	34.95
SHADOW DANCER	NORTH STAR	34.95
38.95	FLYING SHARK	30.95
RINGSIDE ANGEL	XDS	34.95
38.95	AXIS	34.95
WONDERBOY III	INSECTOR X	34.95
38.95	BATMAN	38.95
STRIDER	GHOSTBUSTERS	30.95
38.95	ALTERED BEAST	30.95
ATOMIC ROBOKID	COLUMNS	34.95
38.95		
ELEMENTAL MASTER		
38.95		
RAINBOW ISLANDS		
38.95		
BATMAN		
34.95		
OR MONACO GP (PAL)		
38.95		
SHOULDS & GHOSTS		
38.95		
ESWAT		
30.95		
"HUNDERFORCE III		
34.95		
GOLDEN AGE		
34.95		
MACIANS F-BALL		
38.95		
OR JAPANESE SEGA 1995		
38.95		
PHONE FOR NEW TITLES		
& SPECIAL OFFERS		

JAPANESE NINTENDO

ALL INFORMATION CONTAINED HEREIN IS UNCLASSIFIED

ADAPTOR	24 95	F16 FIGHTER	24 95
		AZTEC ADVENTURE	34 95
GAMES		PHANTASY STAR	40 95
NINJA BOY 4	30 95	ALIEN SYNDROME	34 95
GHOST 'n' GOBLINS	30 95	FANTASY ZONE II	34 95
OPERATION WOLF	40 95	THE NINJA	30 95
STRIDER	44 95	RAMBO III	30 95
SUPER MARIO III	44 95	GREAT VOLLEYBALL	30 95
CROCODILE DUNDEE	44 95	ROLLING THUNDER	44 95
SALAMANDER	40 95	GODZILLA	44 95
SON SON	44 95	FINAL MISSION	34 95
KARNOV	34 95	LEGENDARY WING	34 95
ROBOCOB	40 95	KACE	34 95
SPACE HARRIER II	34 95	GUN SMOKE	34 95
DOUBLE DRAGON	34 95	CRAZY ISLAND	34 95
DOUBLE DRIBBLE	34 95	ELEVATOR ACTION	30 95
GREEN BERET	34 95	CHIPS & DALES	34 95
AFTERBURNER	40 95	BIONIC COMMAND	40 95
DRAGON SPIRIT	34 95	BATTLE CITY	30 95
MONOPOLY	44 95	DEAD FOX	34 95
		FLIPFLOP	30 95

SEGA
8 BIT
GAMES

SALE
NOW
ON

**BEST
FOR
PRICES.**

PC ENGINE

PC ENGINE HAND HELD. CALL	PRO WRESTLING.	33 95
PC ENGINE (PAL)	SPLATTER HOUSE	33 95
PC ENGINE (SCART)..	FORMATION SOCCER	33 95
	IMAGE FIGHTS	33 95
BATMAN	OPERATION WOLF	33 95
AFTERBURNER	DIE HARD	34 95
R-TYPE	SUPER STAR SOLDIER	33 95
VIGILANTE	FINAL BLASTER.	33 95
WONDERBOY	GOLDEN AXE (CD)	32 95
HEAVY UNIT	W RING	34 95
ARROW BLASTER	SPLATTER HOUSE	34 95
NINJA SPIRITS		
RASTAN II	ATARI LYNX	224 95
XEVIOUS		
KLAX	GAMES	
	GATES OF ZENDOCON	29 99
DEVIL CRASH	GAUNTLET III	31 99
(ALIEN CRASH III)..	SLIME WORLD	26 99
WORLD BEACH	KLAX	26 99
VOLLEYBALL	ROAD BLASTERS..	26 99
F1 CIRCUS	*MS PACMAN	26 99

NEO-GEO

NEO-GEO (PAL)	389.95
NEO GEO (SCART) .. .	379.95

GAMES

MAGICAN LORD, BASEBALL
STARS, NAM 1975, GOLF,
CYBERLIP, NINJA COMBAT,
RIDING HERO, SUPER SPY,
IKARI WARRIORS III,
SKY SOLDIER 189.95 EACH

GAME GEAR

PLUS	
SUPER MONACO GP,	
COLUMNS, PENGU	219.95
ZINK	.44 95

SUPER FAMICOM

PLUS
SUPER MARIO WORLD.
ZERO 299.99

NINTENDO
GAMEBOY

GAMEBOY	85.95
MARIO LAND	25.95
CASTLEAVANIA	25.95
BATMAN	25.95
BOXING	25.95
W W F	25.95
GHOSTBUSTERS	25.95
SOCCERBOY	25.95
MONSTER TRUCK	25.95
N F L	25.95
DOUBLE DRAGON	26.95
NINJA TURTLES	26.95
LAST BATTLE	26.95
GHOULS & GHOSTS	26.95
WORLD BOWLING	26.95
SPIDERMAN	26.95
TETRIS	26.95

CYBERBALL

Can't be bothered to work your way through the game? Well, K Worral or Preston, Lancs has a useful little tip. Enter this code

65BB BXII BFEX.

It will take you to the Superbowl match, and if you win you'll be treated to an end of game sequence!

ARNOLD PALMER'S GOLF

To access a secret game of Fantasy Zone, start a new game, end take 100 strokes on any hole (without sinking the ball). The words Game Over will appear: press Up, Up, Down, Down, Left, Right, Left, Right, and Button A. Now you're in Fantasy Zone! What a whopper, eh?

GHOST BUSTERS

Lee Westwood also has a cheat for this film game. Enter DN as your initials and then the following code:

315879632.



SUPER HANG-ON

Lee Westwood, who lives in Dagenham, Essex has a crusty old cheat for all you bike freaks out there. On the title screen hold down A, B, C, and start, and a menu appears allowing you to choose the level, time, sounds, and the text to English (if on an imported machine). To complete the game in original mode enter this code

**5FF3F546F35564
FFOSLPIMFJQNKs.**

MEGADRIE

THUNDERFORCE III

Selman Khakque of Hampstead, London has a quickie for fans of this great blaster. When the Emergency warning comes up on the Haides level, go to the right of the screen - the boss enters from the left. To get all the weapons pause the game then press Up 10 times and then press Down and B continuously until all the weapons appear.

At the end of the Orn Base, during the Emergency stage, wait for the four blocks to appear, then pause the game. You'll notice that each block has four arrows on it; the yellow arrow shows which one will move next, and where.



STRIDER

At the beginning of the game, while the Master is laughing, press the joystick down, then press Buttons A, C, B, C, and A. You should now be able to start where you died, with full energy. Thanks to Daniel Bertozzi of St Saviour in Jersey for that.



FORGOTTEN WORLDS

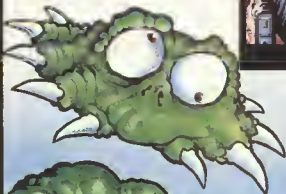
In two player mode, let one player collect all the zennies so that he buys all the best equipment in the shop. At the end of the level, make sure the poor player dies, and he will appear just after the start of the next level with all the equipment of the rich player! Cheers and all in to Duncan Bray of St Albans, Herts



Happy New Year! We kick off 1991 with a pretty spectacular tips section. Not only do we have a load of highly useful mini-tips, but we've also got super-duper Ghostbusters tips to help you Megadrive players out there. If you're a dab hand, as they say, with a joystick, why not write in to MEAN MACHINES and share your secrets with the rest of the universe? We'll definitely print your tips if they're any good, and if they're the best we receive that month, you could even win the monthly prize of £150.00 worth of console software for your machine! So gal your writing trowse on and send your tips or maps to: MEAN MACHINES TIPS, PRIORY COURT, 30-32 FARRINGOON LANE, LONDON, EC1R 3AU.



GHOSTB



The weak spot on this scary spectre is its spine. However this is protected by a hard skin which must be zapped away before the 'Buster' can damage the creature. This spectre attacks with dart like scales which can be shot or avoided.



The ghoul hides in the magician's top hat, appearing for a few seconds at a time, so be ready to attack. Firing diagonally at the head inflicts the most damage. When the ghoul breaks free of the hat, attack both its head and the body in a similar fashion.

Stay to the right of the screen when fighting the snowman. Shots to its lower body are the best bet for destroying it. Eliminate the miniature snowmen quickly but avoid their deadly carrot-noses!



The seemingly indestructible ice demon should be attacked at its head; the demon is very tall, so don't expect to jump over it. If trapped in a corner, wait until it falls into the air to allow the 'Buster' to crash underneath.

MEGADRIVE

TIPS



CLUSTERS



Staying on the platform opposite the fiery face helps in avoiding its attacks. The face can be defeated by shooting at its mouth - so keep on your toes!

Keeping to the centre of the screen is the best way of avoiding the colossal arms of Mr Staypuft. Shoot at his face, and when its eyes glow be ready to evade its deadly laser beams.

The flying Cy is a protective shell which opens to allow it to fire a powerful laser. When this happens, move away and fire diagonally into its green body.

Attack the fire dragon's head and avoid its fiery breath. Nothing could be simpler!



BUBBLE BOBBLE

This incredible game contains 2 worlds - Bubble Bobble and Super Bubble Bobble, each with 113 levels! Quite a handful, but these handy codes, sent in by Matthew Johnson of St Helens in Merseyside will let you see some of the later screens

EECJJ: Level 112 on Bubble Bobble.

BBAJL: Level 1 on Super Bubble Bobble.

FCGFJ: Level 61 on Super BB.

EECFG: Level 112 on Super BB.



SLAP SHOT

When playing from right to left and pucking off (oops, must be careful not to mis-type that), get the puck to the player at the top of the screen (button 2 should do this). Now run it forward to the half-way line and press Button 1. Providing the game's on a low league setting, the puck should go straight into the goal!

TROJAN

To gain a continue press up and start simultaneously on the game over screen, Paul Evans from Qumtun in Birmingham sent that in, so mucho gratias to him



GAMEBOY

NEMESIS

Salmen Kvalique of Hampstead in London has a neat cheat that lets you gain all the weapons. Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B and A, and lo end behold, mega-destructive powers are yours for the using and abusing

TETRIS

Here's a cheat that makes the game harder! Press down and start on the title screen, and you'll get a little heart by the level number while playing - this means level 9 becomes level 19, etc (and virtually impossible, needless to say). Glen Uren from Woolford in sunny Lancashire supplied that

TURTLES

To choose any bonus level, press Select on the configuration screen, then A and B while still holding the Select button. A question mark should appear at the end, choose this and you will have a bonus level at your choice! You can thank Delroy Bennett of Smethwick, Warley for sending that in.



MASTER SYSTEM

TRANSBOT

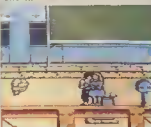
Here's a quick one from Paul Elmore of Aylesbury in Buckinghamshire for this rather crappy little shoot 'em up. The easiest way to kill the final monster is to use Firepower A for normal fire, and Firepower B for beam.

CAPTAIN SILVER

This game is a right load of tosh. However, if you're lumbered with in and want to continue after you've died, press up and both buttons at the same time and you can restart. Hooray! Oh yes, Lee Westwood of Dagenham, Essex was the kind soul who supplied that

VIGILANTE

To get to any level, push the joypad top left, and push Buttons 1 and 2 at the same time. Tony Bishorek from Bellast sent that one in.



QUARTET

To begin the game with wider shots, press pause 14 times when the title screen is showing. Mark Jones and Simon Donovan from Leicester were the kind dudes who posted that one to us

SEGA

EUROPE'S No.1 GAMES CONSOLE

Masses of power, arcade quality graphics,
and over 100 great titles available
Sega consoles are the worlds best for value, excitement and fun.

8 BIT VERSIONS



16 BIT VERSIONS



MASTER SYSTEM £79.99
MASTER SYSTEM PLUS £99.99

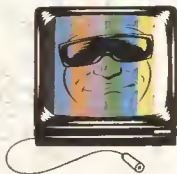
**OVER 100 GAMES
AVAILABLE
STARTING AT £9.99**



MEGA DRIVE £189.99
Includes free game *Altered Beast*.
Arcade quality graphics and enough 16 bit power
to test the best and spin out the rest.

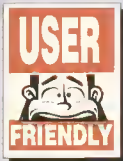
POWER BASE CONVERTER £29.99

Enables you to play
over 100 classic master system games



SEGA

**"DO ME A FAVOUR...
PLUG ME INTO A SEGA"**



Can't find that vital super
 eward to beat the final
 guardian in your favourite
 game? Are you contently
 being beaten by some
 seemingly indestructible
 super-baddie or other? Well,
 here's where your problems
 can be sorted. Write in to the
MEAN MACHINES Tips
 Helpline with your question,
 and Julien "Jez" Rignall,
 Captain of the UK Video
 Game team will see if he can
 supply you the answer. If
 not, we'll throw the question
 open to other readers, who
 might be able to help. Write
 to: **MEAN MACHINES TIPS**
HELPLINE, MEAN
MACHINES, PRIORY COURT,
30-32 FARRINGTON LANE,
LONDON, EC1R 3AU.

Oh, by the way. When you
 write in, don't just say "I'm
 stuck in Shinobi (or
 whatever), please help me". I
 need to know what your
 exact problem is, otherwise I
 won't be able to answer! Okay? Also, state what
 machine the game is on. I
 had a letter from Himen Lee
 this month asking for help
 on Batman - was it on the
 Megadrive, Nintendo or
 Gameboy. I'm not a flipping
 mind reader - so make sure
 you write with all the details
 otherwise you won't get any
 help! Finally - don't send me
 any stamped addressed
 envelope - I don't reply
 personally 'cos I haven't got
 the time. Only send a
 stamped addressed
 envelope if you're writing to
 a Megaplayer.

NOT VERY Y'S

Dear Jaz,

Is there a trick to defeat the final
 boss, Desi Dark, in Y's. I'm
 completely stuck. I hope you can
 help.

Luigi Ruffaldi, Firenze, Italy
JAZ: Before confronting him,
 equip yourself with all Silver
 Arms. Touch him and the
 platform will take off and fly into
 space. He starts flying around
 throwing fireballs. When he's
 touched, a part of the floor
 disappears and cannot be
 walked on. Use this strategy.

Touch him when he's at the
 edge of the screen so you don't
 knock out the centre first,
 making it difficult to run around.
 Make every hit count. It's possible
 to follow him around the screen
 constantly touching him. Once
 he's defeated, the last book
 hidden in his cloak is received.

junkyard and enter the very first
 house of Alia's left. Go in and
 search and you'll automatically
 receive the hovercraft.

GRIM REAPER WHIPPED

In issue two, Justin Lane
 requested help on Castlevania, but
 I couldn't help. However, Darren
 Booy has the answer. He says the
 best weapon to use against the
 Grim Reaper is the triple-shot
 boomerang. Quickly go to the
 middle platform, face to the right,
 jump and shoot three times. Then
 jump to the left platform, stand
 against the wall and shoot again.
 When the sickles appear, jump
 down to avoid the ones overhead
 and whip any that come towards
 you. Now return to the left platform
 and continue the attack. Keep
 shooting and the Grim Reaper will
 be destroyed.

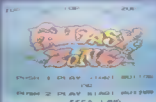
PHANTASY STAR PROBLEM

Dear Jaz,

I can't get the hovercraft.

He-e-e-e!

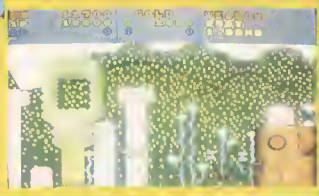
Daniel McDonagh, Benfleet, Essex
JAZ: When you buy the
 Landrover, talk to the village
 about the hovercraft. When he
 asks if you've heard of the
 hovercraft, say "yes". Return to
 Uzo and talk to the villagers.
 One tells you where the flute is
 buried. Return to Bortovo



A FEEBLE PROBLEM

Dear Jaz,

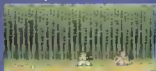
No matter what I do, I can't get
 past the huge creature at the end
 of round one on Fantasy Zone on
 the Master System
 Clive Wright, Reading, Berks
JAZ: Just shoot it rapidly in the
 mouth and dodge the things
 that come out. It's as simple as
 that.



MEGA LINE

YOUR ANSWERS KUNG-FU KO

Last month Ryan Krum wrote in to say that he was having problems with the end-of-level baddie on round five on Kung-Fu Kid. I couldn't help him, but David Abbot of Loughborough, Leics can. He says jump his fire and go towards the demon. Sweep kick him and he'll lose a bit of energy. Keep on doing that and he eventually dies.



WE WANT MEGAPLAYERS

If you're a gameplaying genius, why not put your name forward for the MEAN MACHINES Tip Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends! The place to send all your Tip Helpline letters is: MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MEAN MACHINES MEGAPLAYERS

Here's where you can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

Ceil Busby is a pretty good player. His specialised games are Alex Kidd and the Lost Stars, Altered Beast, Spy Vs Spy, Basketball Nightmares, Psycho Fox, Pro Wrestling and Wonderboy III. If you need any help on those games, write to him at 283 Western Avenue, Acton, London, W3 0PF.

Nintendo players can also ask Ceil Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

If you're stuck on Y's, Spellcaster, Phantasy Star, Ghostbusters, Rambo III, Rampage, Alex Kidd in High-Tech World, Wonderboy I, II and III, Golvellus, Shinobi, Psycho Fox, Kung-Fu or RC Grand Prix, why not write to Mark Betts,

Cobblers, Chapel Road, Lower Southcrops, Norwich, Norfolk, NR1 1BW?

A Sega Master System Megaplayer who knows a wealth of games is Robert Williams of 42 Kenneth Road, Chadwell Heath, Romford, Essex, RM6 6LL. He knows Psycho Fox, Golden Axe, Rastan, R-Type, Wonderboy III, World Soccer, Shinobi, Thunderblade, Alex Kidd and the Lost Stars, Dynamite Dux, Aztec Adventure, Outrun and California Games. If you're stuck on any of those games, why not write to him?

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melting Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Hell, Xenious, Airwolf and Skete or Die.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlands Hill, Rowlands Hill, Leicester, LE4 4EX. He's an expert on Super Mario Bros I and II, Balman, Cobie Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gadius.

Ah! A Megadive Megaplayer. If you've got your salt into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mi Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Celvin Holbrook of 3 Witton Road, Shanklin, Isle of Wight, PO57 7DA is a Sega Megaplayer, and is offering advice to anyone who writes to him. He knows Wonderboy I, II and III, Alex Kidd in Miracle World, Ghost House, Phantasy Star and Alex Kidd in High-Tech World.

If you're having hassle with any of these Sega titles, Afterburner, Outrun, Choplifter, Double Dragon, Captain Silver, Wonderboy II, Enduro Racer, Vigilante, Rampage, California Games, Miracle Warriors, Scramble Spirits, My Hero, Fantasy Zone, Alex Kidd in Shinobi World or Globel Defence, write to Hassan Sessid Ude, 8 Cebun Road, Hove, East Sussex, BN3 6EF.

Aian Frost is a Megadive player, par excellence. He knows Golden Axe, Moonwalker, Rambo III, Balman, Forgotten Worlds. Write to him at 1 Huntspill Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

Another Megaplayer volunteer is James Smith, 28 Balcaires Road, Musselburgh, East Lothian, Scotland. Has a whizz on the following Sega games: Choplifter, Afterburner, Alex Kidd in High-Tech World, Rambo III, Double Dragon, Wonderboy, Bomber Red and Kung-Fu Kid.

Any one who needs help on Basketball Nightmares, California Games, Golden Axe, Rastan, Shinobi, Vigilante, World Soccer, Super Tennis or Rescue Mission can write off to Paul Henson, 37 Penhurst Road, Ipswich, Suffolk, IP3 8OY.

If you're a Megadive player, in die stars, why not get into contact with Paul Burslow, 60 Platford Road, Erith, Kent, DA8 1NL. He's an expert on Ghosts 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Sinder.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?



Back in the summer, during the World Cup, one player hit the headlines for crying. Noted for the outstanding quality of his football, the short, chubby man has made millions from his cult following as well as his footballing skills. But enough about Maradona, this game stars Gazza, or Paul Gascoigne as he's known to his fans, in Empire's second title featuring the jocular grinning Georgie.

The pitch is viewed from the side (as if the viewers were in the expensive seats), with the pitch horizontally scrolling as the ball is kicked around. At the bottom of the screen lies the radar, which is useful in determining the position of players when the ball is kicked beyond the part of the pitch being shown.

An arrow shows which player is currently under control, and the direction the ball travels when passed. A useful "boot-o-meter" measures the strength of each shot by the length of time the button is depressed (poor thing). If in one-player mode, the choice of opposition includes teams as wide-ranging in talent as Rumania and Brazil. Kick offs, corners, and goal kicks are all included, so don't get lost in the fog on the Tyne - just yer toongue ool!



▲ England winning? It must be a computer fantasy game!

COMMENT



JULIAN

When you first see this, it looks like a super horizontally scrolling Kick Off II - the action is fast and the graphics are very smooth! However, start playing and some major shortfalls become apparent. The goalies are hopeless - shoot diagonally and a goal is guaranteed, and the way the players patrol the pitch is completely unintelligent. There

aren't any penalties or free kicks either, which is another negative point. I also don't like the way the ball sticks to the players' feet - but I suppose that's just personal preference. It's a shame these niggles are present, because they detract from the great graphics and excellent control method. Football-starved GX4000 owners might like to give this a go - but don't expect the world.

Gazza

STOP YOUR SOBBING

Paul Gascoigne first caught the public eye when he started playing with Newcastle United as an apprentice in the mid 'eighties. He moved to Tottenham Hotspur in the 1988 season where he soon became a star player, and he was chosen for the England squad in the 1990 World Cup. His ebullience, together with his natural self-promotion, soon made him a national hero - especially when he cried after his booking in the semi-finals. Since then, he has made a fortune through licensing and endorsements, as well as personal appearances and even "singing" on records. But, as Bobby Robson said, he's still as daff as a brush.



GX4000

REVIEW



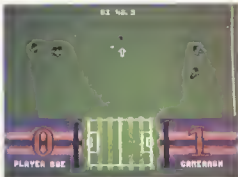
牛詩集



RADAR LOVE

The radar is located at the bottom of the screen, between the two scorecards. Each team is shown in a particular colour, although sometimes the colours are fairly similar, causing confusion. The radar allows the player to see where his or her team is located, so that passes can be made without the opposition intercepting the ball - well, that's the theory at least!

▼ Cameroon begin their attack in the midfield.



COMMENT



MATT

Haway, mon, de ye leek me geen? Well, sorry Gazza, it's a little disappointing in some respects. The lack of intelligent zoning and goalkeeping means that none of the players are where you'd like them to be (especially the goalie). Despite this, the game has some excellent features too; the boot-o-meter allows reasonable control over the power of shots, and the radar, when the colours don't merge too much, helps to plan passes and attacks. The tackling is fairly well implemented, preventing a player from just strolling down the middle of the pitch and taking a shot (a fault in many other football games). So the game has its strengths, but it's a shame that the weaknesses prevent this from being a classic.



BY: EMPIRE

PRICE: £24.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: EASY

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 1

RESPONSIVENESS: FAST

1-2

PLAYERS



PRESENTATION 78%

A digitised piccic of Gazza lets you know the star of the game. Weird option screen though

GRAPHICS 83%

The straightforward sprites and pitch add clarity, although they tend to be somewhat basic

SOUND 75%

Simple effects, such as booting the ball, are unintrusive - but the tune is as melodic as Gazza's single (is not at all)

PLAYABILITY 80%

The control method takes some getting used to, but works well

LASTABILITY 72%

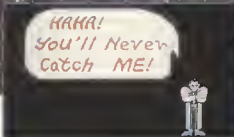
With a World Cup-style option and variable match length, this is a game with balls

OVERALL 76%

A potentially brilliant football game let down by several annoying faults



MOONWALKER



The plastic pop star strikes back! Michael Jackson, all-round good guy and champion of "the kids" makes it to his own console game, based on the "massive" movie.

In case you didn't know, Mr Big has kidnapped all of the kids and is ready to subject them to the horrors of drugs! Michael is a bit miffed at this to say the least, and pausing only to jump into his Smooth Criminal designer gear, decides to risk five levels of Mr Big's domain in an effort to rescue the kids and bring Mr Big to justice. Hooray!

There's four rounds to each level and in each, Michael has to run around the platform environment dishing out magical death to any enemy that decides to cross his path. Our hero must search the level, opening doors and moving scenery to find and rescue the kids. When all the kids have been safely rescued, Mr Big appears and sends some of his most terrifying henchmen to try and dispatch Michael!

When they're safely out of the way, it's on to the next round with yet more kids to rescue. Each level has its own Michael soundtrack, including the funky Smooth Criminal, Beat It and Bad!



▲ Things don't look good for Michael

▲ Mr Big has a walk-on part at the end of each round.

MICHAEL MAGIC

If the screen is full of nasty creatures intent on Michael's destruction, there's one way to send them all packing. Jackson likes to strut his thing occasionally, but in this game his dancing has a remarkable smart bomb affect on everything on the screen! On the Megadrive version, the enemy sprites even join in before meeting their doom! A different form of Michael's magic involves him dispatching his hat on a mission of destruction. The Megadrive version has this available from the start of the game. On the Master System though, the option to use the hat only becomes available after Michael has found the appropriate icon - but it doesn't use any up any of Michael's magic reserve like it does on the 16-bit game.



▲ Owow! Watch the floor, Michael!



SEGA COMMENT



MATT

The Master System version of Moonwalker manages to capture just about everything from the Megadrive game, and even manages to add some features that weren't in the original. There's only a couple of problems. The walk-around-and-find-the-kids gameplay is very repetitive and after a while it becomes more of a chore than anything else. Also, Megadrive Moonwalker scores because of the amazing audio-visuals. The formation dancing and Michael's various "oohs" and "aahs" are missing from the Master System game, and the music isn't astounding. The graphics and gameplay make the game initially very addictive though, but do try to see the game in action before purchase.



WHO'S BAD?

For each level, there's a variety of enemy sprites after the righteous pop singer turned savior. Level one sees club bouncers pursue Michael around the 21 Club, whilst the streets of level two see Michael facing up to the scum from the rough end of town (as the music reminds you, they want him to Beat It!). It's down into the graveyard for level three, where zombie refugees from the thriller video attempt to show Michael the door to death! Among the other meenies found later on in the game are poisonous spiders and rabid dogs. Pretty nasty, eh?



SEGA COMMENT



JULIAN I'm amazed at how close this is to the Megadrive version - the graphics are very similar indeed, and the game plays very much in the same way. It's pretty good fun at first, and there's plenty of high-kicking action as you wend your way around the landscape freeing the kiddies from their captors. However, the difficulty level isn't set very high, so experts will find themselves completing the game pretty quickly. Moonwalker is a fun game with plenty of neat touches, but if you're a competent player, try before you buy.



MICHAEL MOVES

It's not just the pulsating voice that's lethal. In this game, Jackson has a particularly nasty line in magic that can be used to dispose of any henchmen that seek to put an end to Michael's rescue attempts. One press of the button sees Michael kick some magic at the hapless cronies. For most of the bad guys one dose is enough to send them shuffling off this mortal coil. Michael can also crouch, and from here he can punch any goons that cross his path. Whilst jumping, Jackson can also launch into a dangerous pointy-finger pose - and from that there's no escape! There's also a moonwalking move, but you're going to have to work out how to do that for yourself!

SEGA

REVIEW



MICHAEL JACKSON'S
MOONWALKER

PLAYERS: 1

SEGA

BY: SEGA

PRICE: £29.99

RELEASE DATE: FEB

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 5

SKILL LEVELS: 1

RESPONSIVENESS: OOOH!

1

PLAYERS



PRESENTATION 84%

Nice intra screens between levels, but little else

GRAPHICS 86%

Life-like Jackson sprite, but not much variety in the enemy sprites

SOUND 82%

Close Sega reproductions of Jackson hits, but accompanied by smashing effects

PLAYABILITY 80%

Repetitive gameplay that somehow remains quite addictive

LASTABILITY 75%

Moonwalker's appeal wears off after a couple of weeks

OVERALL 80%

An accomplished Jackson licence begging for a more varied game design



REVIEW

ANOTHER PART OF ME

Megadrive Moonwalker is much the same as the Master System game. Although the graphics aren't significantly superior, the Megadrive game does have a bigger variety of enemy sprites, and like the plastic hero they all dance too! Another point that separates the two is the inclusion of various Jackson-esque noises (plenty of "oowws" for instance) and even speech. Bubbles the chimp also makes an appearance to guide Michael to the end of each round. The basic search-the-landscape-binding-kids gameplay remains the same though.



▲ Strutting the streets Jackson-style



▲ Magical grooving with the plastic pop star!

MEGADRIIVE COMMENT



Similar in many respects to the Master System version, but with better defined graphics and some great tunes and sampled speech (all the "aows" and "oohs" you could possibly want, and even a "who's bad?" thrown in for good measure), this platform game offers a load of laughs. There are some great touches, my favourite being the formation-dancing dogs and of level two - they're hilarious. Like the Master System version, Moonwalker isn't a particularly tough game, and good players might find themselves completing it all too quickly. And even though there's plenty of fun to be had doing it, that might not be enough for some.

JULIAN

when you use your magic at the end of level two - they're hilarious. Like the Master System version, Moonwalker isn't a particularly tough game, and good players might find themselves completing it all too quickly. And even though there's plenty of fun to be had doing it, that might not be enough for some.

MEGADRIIVE COMMENT



MATT

When Moonwalker first came into the office, it proved to be extremely popular - just for the comedy value alone. Cameo screams with an animated Michael asking "Who's Bad?" give this game a comic aspect unrivalled by any other Megadrive game. The formation dancing is great as well - even the dogs and spiders join in! However, as with the Master System version, the limited gameplay may put a lot of hardened gamers off. Highly recommended to Jackson fans (are their any left?) who like rescuing kids.

When Moonwalker first came into the office, it proved to be extremely popular - just for the comedy value alone. Cameo screams with an animated Michael asking "Who's Bad?"



BY: SEGA

PRICE: £34.99

RELEASE DATE: LATE JAN

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 5

SKILL LEVELS: 3

RESPONSIVENESS: AOW!



PRESENTATION 94%

Brilliant! Comic Jackson cameo screams, plenty of options including a sound test (of course)

GRAPHICS 93%

Whacko Jecko struts his thang, moonwalks and even enters lifts in a cool fashion

SOUND 93%

Amazing if you're a Jackson fan - slightly annoying if you aren't. Loads of "oohs" and "aows" too!

PLAYABILITY 84%

Addictive, though slightly repetitive find-the-kids gameplay

LASTABILITY 75%

Hmmm. Not really that much to keep you coming back to the Megadrive once you've finished the game

OVERALL 81%

An essential purchase for Jackson groupies, and a decent enough game in its own right



▲ Checking out the graveyard on level three.



▲ Taunting comments from Mr Big.

YOUR SEGA SHOPPING LIST

MASTER SYSTEM	79.99
MASTER SYSTEM PLUS	99.99
CONTROL PAD	6.99
HANDLE CONTROLLER	29.99
LIGHT PHASER	29.99
LIGHT PHASER + CART	44.99
RAPID FIRE UNIT	5.99
CONTROL STICK	14.99
MAINS ADAPTER	6.99
AERIAL ASSAULT	29.99
ACTION FIGHTER	12.99
AFTER BURNER	29.99
ALEX KIDD	24.99
ALEX KIDD - HIGH TECH	29.99
ALEX KIDD - LOST STARS	29.99
ALEX KIDD - SHINOBI	29.99
ALIEN SYNDROME	29.99
ALTERED BEAST	29.99
AMERICAN BASEBALL	29.99
AMERICAN PRO-FOOTBALL	29.99
ASSAULT CITY	29.99
ASTRO WARRIOR/PIPTD	24.99
AZTEC ADVENTURE	12.99
BANK PANIC	17.99
BASKETBALL NIGHTMARE	29.99
BATTLE OUTFIT	29.99
BLACK BELT	24.99
BLADE EAGLE 3D	29.99
BOMBER RAID	29.99
CALIFORNIA GAMES	29.99
CAPTAIN SILVER	29.99
CASINO GAMES	29.99
CHASE H.O.	29.99
CHOPLIFTER	24.99
CLOUD MASTER	29.99
COLUMNS	24.99
CYBORG HUNTER	24.99
DEAD ANGLE	29.99
DOUBLE DRAGON	29.99
DOUBLE HAWK	29.99
DYNAMITE DUX	29.99
ENDURO RACER	9.99
*E SWAT	29.99
F16 FIGHTER	17.99
FANTASY ZONE	12.99
FANTASY ZONE TM	24.99
FANTASY ZONE 2	24.99
FIRE & FORGET II	29.99
*GAIN GROUND	29.99
GALAXY FORCE	29.99
GANGSTER TOWN	24.99
*GAUNTLET	29.99
GHOSTBUSTERS	29.99
GHOST HOUSE	17.99
GLOBAL DEFENCE	12.99
GOLDEN AXE	29.99
GOLFAMANIA	32.99
GOLVELLIUS	29.99

GREAT BASEBALL	24.99
GREAT BASKETBALL	24.99
GREAT FOOTBALL	24.99
GREAT GOLF	24.99
GREAT VOLLEYBALL	24.99
*IMPOSSIBLE MISSION	29.99
*INDIANA JONES	29.99
*JUNGLE FIGHTER	29.99
KENSEIDEN	29.99
KUNG FU KIDD	24.99
LORD OF THE SWORD	29.99
MAZE HUNTER 3D	29.99
MIRACLE WARRIOR	29.99
MISSILE DEFENCE 3D	29.99
MONDOLY	29.99
MY HERO	17.99
NINJA	9.99
OPERATION WOLF	29.99
OUT RUN	29.99
OUT RUN 3D	29.99
*PAPER BOY	29.99
PARLOR GAMES	17.99
PENGUIN LAND	29.99
PHANTASY STAR	39.99
POSEIDEN WARS 3D	29.99
POWER STRIKE	24.99
PRO WRESTLING	24.99
PSYCHO FOX	29.99
QUARTET	24.99
R.C. GRAND PRIX	29.99
R-TYPE	29.99
RAMBO III	29.99
RAMPAGE	29.99
RASTAN	29.99
RESCUE MISSION	9.99
ROCKY	29.99
SCRAMBLE SPIRITS	29.99
SECRET COMMAND	12.99
SHANGHAI	24.99
SHINOBI	29.99
SHOOTING GALLERY	24.99
SHOOTING GAMES	24.99
SLAP SHOT	29.99
SPACE HARRIER	29.99
SPACE HARRIER 3D	29.99
SPELLCASTER	29.99
SPY vs SPY	17.99
*SUBMARINE ATTACK	29.99
SUPER MONACO G-PRIX	29.99
SUPER TENNIS	9.99
TEDDY BOY	9.99
TENNIS ACE	29.99
THUNDER BLADE	29.99
TIME SOLDIERS	29.99
TRANS BOT	9.99
ULTIMA 4	39.99
VIGILANTE	29.99
WANTED	24.99

WONDER BOY	24.99
WONDER BOY - MON/LAND	29.99
WONDERBOY III	29.99
WORLD CUP ITALIA 90	24.99
WORLD GAMES	24.99
WORLD GRAND PRIX	12.99
WORLD SOCCER	24.99
Y'S	32.99
ZAXXON 3D	29.99
ZILLION	24.99
ZILLION II	24.99

SEGA GOODIES	
SEGA BUMBAGS	5.99
SEGA HAT	5.99
SEGA T-SHIRT L/S	5.99
SEGA HOLLAND	13.99
SEGA WATCH	14.99
SEGA POWER MAGAZINE	1.25
SEGA POWER BACK ISSUES	1.25

MEGADRIVE	189.99
POWERBASE CONVERTER	29.99
ARCADE POWER STICK	34.99
AUDIO - VIDEO CABLE	7.99
CONTROL PAD	14.99
ALEX KIDD ENCH/CASTLE	29.99
ARNOLD PALMER T/GOLF	34.99
BUDKAKN	39.99
COLUMNS	29.99
*CYBERBALL	34.99
ESWAT	34.99
*GAMEGROUND	34.99
GHOSTBUSTERS	34.99
FORGOTTEN WORLDS	34.99
CHOU'S N' GHOSTS	44.99
GOLDEN AXE	34.99
*HERZOG ZWEI	34.99
LAST BATTLE	34.99
MONWALKER	34.99
MYSTIC DEFENDER	34.99
RAMBO III	29.99
PHANTASY STAR II	59.99
PUPULAS	39.99
REVENGE OF SHINOBI	34.99
*STRIDER	34.99
SPACE HARRIER II	44.99
SUPER HANG ON	34.99
SUPER LEAGUE BASEBALL	34.99
SUPER MONACO GP	34.99
SUPER REAL BASKETBALL	34.99
SUPER THUNDERBLADE	34.99
SWORD OF THE VERMILION	49.99
THUNDERFORCE II	34.99
TRUXTON	34.99
*TWIN HAWK	34.99
WORLD CUP ITALIA 90	29.99
ZANY GOLF	39.99
ZOOM	29.99



ALL ORDERS WILL BE
SENT ASAP PRICES
INCLUDE VAT
* COMING SOON
PLEASE SEND PAYMENT
WITH ORDER
ADD £2 FOR DELIVERY

FREE SEGA BUBBLEGUM WITH ALL ORDERS

OUR SHOP IS NOW OPEN

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES
THE SEGA SHOP
11 CASTLE PARADE
92 EWEY BY-PASS
EWEY SURREY
KT17 2PR
PHONE 081 786 7816
0831 520474
FAX 081 786 7192



▲ An exploding bridge too far.

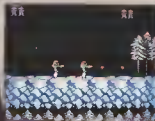
PROBOTECTOR

Intergalactic peace seems to be a very unlikely event, at least according to games writers. In Probotector, Alien robots have invaded, and it's up to one man - or two, if wanted - to stop the conquest and destroy the mother alien and her island bunker. To achieve this the commandos are armed with the latest peashooters - although power-up tokens are available at certain points during the action.

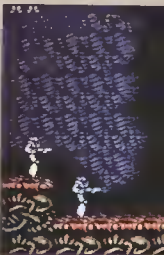
Most of the eight levels are left-to-right scrolling blasters, with the heroes jumping, somersaulting and ducking their way through the platforms that make up the battlefield. However two levels are viewed in 3D, similar to Dynamite Duke or even Operation Wolf. Here the heroes dodge a hail of bullets and bombs until they blast through the walls, leading on to the next challenge.

The trail of devastation finally leads to the source of the invasion, an island fortress infested with Aliens (yes, those Aliens!) and assorted nasties. Getting to this stage is far from easy, though, as there are Ice Worlds, bunkers, and bosses to fight past. But who said destroying an alien race was easy?

▼ Our happy heroes go on a skiing holiday



▲ Giant Hula hoops from hell!



COMMENT



MATT

This is one of the Playchoice Ten games to be found in many pubs and arcades, although the name is Contra on that system - are Nintendo starting to show some political sensitivity? Anyway, Contra was a boring and repetitive game, and changing its name and the look of the sprites hardly alters that fact. The commandos are awkward to control, and have an annoying habit of crouching down facing in the wrong direction. The graphics improve throughout the game, but then again they have to; the early levels look primitive in the extreme. So considering the NES games coming out at the moment - games that have outstanding graphics, sound and playability - this really can't be recommended.

NINTENDO

REVIEW



牛詩集

STOR

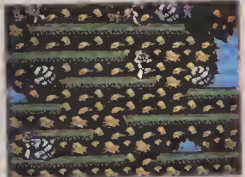
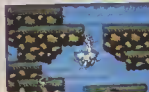


▼ The waterfall level - watch out for falling rocks.



CONTRA DEAL

Originally, this game appeared in US arcades as a stand-alone arcade machine called Contra, and starred two muscle-bound heroes on a quest to destroy an evil alien-controlled government in South America. When it was released in the UK, the name was changed to *Gryzor*, but otherwise the game remained the same. Now it's been converted to the Nintendo, and the sprites have been changed into robots, but the game is still the same. Weird, eh?



COMMENT



JULIAN

might enjoy the action, but really you'd get far more out of something like *Snake*, *Rattle 'n' Roll* or *Magaman 2*.

PRICE: £34.99

RELEASE DATE: FEB
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: POOR

1
PLAYERS



PRESENTATION 62%

Don't expect a flashy intro, because you'd be disappointed

GRAPHICS 72%

The visuals improve as the game progresses, but never reach great heights

SOUND 56%

Deep sound effects and naff tunes don't enhance the action much

PLAYABILITY 79%

Is fun in a mindless sort of way, and the two styles of gameplay help to give the game depth

LASTABILITY 69%

Is addictive and not challenging enough to keep you coming back

OVERALL 73%

Not bad, but not particularly brilliant either. Look at other Nintendo titles before buying this



GAIN GROUND

Many people consider simulation games rather dull. But when the simulation involves battling real androids in a controlled environment, things start to look a little more interesting.

However this game of the far future has a terribly wrong; the androids have turned into killers, thanks to a malfunction in the main computer. A number of players are trapped in this lethal world, and their only hope of survival is to fight through the battlefields and reach and destroy the computer.

Based on the arcade game of the same title, Gain Ground pits one or two players, controlling their legions of warriors, against the master computer and its minions. These take the form of weird aliens, robot soldiers, and huge metallic monsters.

Starting off with three characters, each player makes his choice and makes his way through each battlefield with the aim of reaching the exit.

Each of the characters has his or her own basic attack, together with a special weapon that usually involves a ranged attack. With fifty combat screens, a fan crowded with enemies, it's no simple task to gain ground.

Try to get past the robots.

Try to get past the robots.



With this many enemies it's hard to get the drop.



The guy guarding the entrance is sure to keep the bouncers at Stringfellow's.

COMMENT



MATT

Gain Ground was an obscure coin-op in the first place, and the Master System version hardly grabs the imagination either. A good idea has been lost in dreary, aimless play that constantly fails to grab the imagination; I thought the game would improve as it became more difficult - but no luck there! The graphics are block-like and lack any real animation, and in my humble opinion the sound has little to add to the overall blandness of this game. There are some good features in this effort, though; some of the later screens provide a fair amount of challenge, and it takes some time to work out the approach needed to battle through the robots. It's a shame that the play soon becomes repetitive. Still, it's a different game that just mixes out in the excitement stakes.

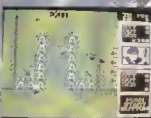
IDENTITY CRISIS

Although only three characters are selectable at first, the troops at a player's disposal grow in number as levels are completed. Here's a selection:

- CAVENAN:** Can throw a spear over walls.
- NINJA:** Sets traps in neighbouring squares to kill foes.
- FLAME THROWER:** Surprisingly shoots flames over a wide area.
- MAGICIAN:** Hurls a water trap that prevents enemies from moving.



Take a lot, meiky!

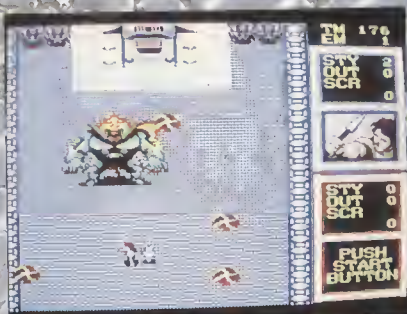


SEGA

REVIEW



牛寺集



▲ This shuriken-throwing robot can only be destroyed by multiple hits.



▲ The red carpet doesn't mean you'll be treated like royalty!



▲ Gain Ground has a lot of races for the exit.

COMMENT



JULIAN

epitaph - Just guide your soldiers through enemy lines and reach the exit. It's not a particularly challenging task, since all the enemy soldiers seem to be a bit stupid and don't offer much resistance, and there's simply not enough variety to keep you interested. The graphics and sound are both uninspiring, and it doesn't take more than a few sittings before you get bored. If you're after a fun shoot 'em up involving people against an army of baddies try out Gauntlet - it's miles better than this.

I've never seen the Gain Ground coin-op, and if it's anything like this I'm not surprised it bombed. It's rather like a single-screen Gauntlet without the thrills and



BY: SEGA

PRICE: £29.99

RELEASE DATE: JAN

GAME DIFFICULTY: EASY

LIVES: 3-10

CONTINUES: UNLIMITED

SKILL LEVELS: 1

RESPONSIVENESS: DK



PRESENTATION 73%

A rather dull intro sets the flavour of the rest of the game

GRAPHICS 69%

Although the sprites are quite detailed, the lack of animation and variety renders them dull and uninspiring

SOUND 67%

Simple and bland spot effects maintain the lack of thrills in this game

PLAYABILITY 72%

The play is interesting at first, but after a few sessions it all becomes rather monotonous

LASTABILITY 56%

Fifty screens might seem a lot, but when they're all basically very similar, lasting appeal is limited

OVERALL 62%

A good game in principal marred by the complete lack of challenge and excitement

PC Engine SUPPLIES

Telephone 0782 712759 (9.00 am TO 6.30 pm Two Lines) Orders and Enquiries

Telephone 0782 213993 (6.00 pm to 8.30 pm) Orders only Fax: 0782 208429

All enquiries daytime number only VAT No. 536 8202 45.

*** BEFORE YOU PART WITH YOUR HARD EARNED CASH CHECK OUT OUR COMPETITORS ***

*** WERE THEY SELLING CONSOLES LAST CHRISTMAS? WE WERE ***

Sega Megadrive T.V. or Scart, Infra Red Joystick, Joypad + Dynamita Duke or any game up to £33.....£179.95 + p&p
PC Engine T.V. or Scart, Pro 1 Joypad + Batman game.....£165.00 + p&p
PC Engine CD Rom Interface & Sidearms Special.....£295.00 + p&p
PC Engine Supergrafx, Grand Sword + Battle Ace.....£275.00 + p&p
PC Engine Turbo Grafx Hand held and free Batman game.....NOW IN STOCK
Sega Game Gear, Pango, Monaco GP, Columns.....£195.00 + p&p
Nintendo Super Famicom and 1 FREE GAME.....NOW IN STOCK

PC ENGINE SOFTWARE

Son & Son II	£20.00	Teto Wrestling (NEW)	£40.00
Mt Heli	£20.00	Darius Plus (card)	£40.00
Download	£30.00	Gomola Speed	£30.00
Shinobi	£32.00	Final Battles	£33.00
Volted	£32.00	Reactor Sages II	£35.00
Vigilante	£26.00	Thunderblade	£33.00
Golden Axe (CD)	£30.00	YS Book 1 & 2 (CD) USA	£99.00
Final Zone II (CD)	£33.00	Star Soldier (Gunhead II)	£33.00
Blue Blisk	£33.00	Naxos Golf	£20.00
Tiger Road	£33.00	Dino Doko Don	£23.00
Burning Angel (NEW)	£33.00	Super Football Man (NEW)	£23.00
Marchen Maze (NEW)	£33.00	Ninja Spide	£28.00
Fernando Soccer	£33.00	Image Fight	£28.00
Aero Blaster (NEW)	£33.00	Alton Crash II (Pinball)	£33.00
Alice in Wonderland (NEW)	£33.00	Berserker Vexball	£33.00
W Ring	£33.00	Lode Runner	£33.00
Alberbume	£33.00	Pro 1 Autofire Joystick	£33.00
Legendary Axe II	£33.00	Bombus (NEW)	£33.00
Hurricane (NEW)	£33.00	Batman	£33.00
Die Hard	£33.00	Operation Wolf	£33.00
Fighting Street (CD) USA	£30.00	Raided Leopard	£33.00
		Legion (CD)	£30.00

PLEASE ADD £3.00 P&P FOR EACH GAME CONSOLE
PLEASE ADD £1.00 P&P FOR EACH DATA TITLE
PLEASE ADD £1.50 P&P FOR JOYSTICKS

NOTE: USA AFTER THE BLUE (PC ENGINE & M. GAMES) ISOWERS AMERICAN IMPORT
WITH ENGLISH INSTRUCTIONS
ALL ABOVE GAMES ON MICRODISC MAY NEED MICRODISC ADAPTER FOR UK MACHINE

ALL CONSOLES CANNOT BE SOUTHERN EMERGENCY, AND ARE DESPATCHED BY
SAIN BANCAL FORCE.
WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTICE

P.C. ENGINE ACCESSORIES

5 player adaptor	£23.95
Pro 1 Joystick	£34.00
Ace Commodore set (pad & 2 player interface)	£38.00
Supergrafx CD interface	£38.95

MEGA DRIVE PACK 1 £179.95 + P&P

INCLUDES:

Megadrive, joypad, infra red joystick,
dynamita duke or
any game up to £33.00



GAMEBOY TOP TEN

Teenage Mutant Ninja Turtles	£29.95
Batman	£29.95
Double Dragon	£29.95
Chase HQ	£29.95
Final Fantasy Legend (SRG) English text	£29.95
Face Boy	£29.95
Aligator Grrrrrr	£29.95
One hundred and the trap	£29.95
Head On	£29.95
Bubble Bobble	£29.95

**Burning Force, Fatman,
Arrowflash, Grande X, Azis,
Golden Axe.**

MEGA DRIVE PACK 2 £180 + P&P

INCLUDES:
Megadrive, joypad,
and 3 games from the list above

Megadrive 2 joypads, any 1 game up to £33.00
and any 1 game from list above

SEGA MEGADRIVE SOFTWARE

Danwin 4001	£28.00	Atomic Roboid (NEW)	£33.00
Altered Beast	£30.00	Axe	£30.00
Sword of Sodan (NEW/USA)	£30.00	Chase Down (NEW)	£33.00
Dangerous Seed (NEW)	£33.00	Rainbow Island Extra	£33.00
Heavy Unit (NEW)	£33.00	Super Arwot (NEW)	£33.00
Basketball	£32.00	World Cup Soccer	£33.00
Telugu	£30.00	Thunderforce III	£33.00
Darius II (NEW)	£33.00	DJ Kid	£33.00
Kageki (NEW)	£33.00	E-Swat	£33.00
Dynamiis Duke	£30.00	Phobos	£30.00
Golden Axe	£33.00	Phantasy Star II (S Mega)	£36.00
Super Shinobi	£33.00	Ghostsbusters	£33.00
Elemental Master (NEW)	£33.00	Populous (English manual)	£36.00
Wonderboy in monster Lair	£33.00	Buckian (English manual)	£36.00
Inspector X	£33.00	Alone: Robo Kid	£33.00
Hillfist	£33.00	Arrowflash	£28.00
Snider	£33.00	Cyberball	£33.00
Gain Ground (NEW)	£33.00	Super Monaco (GP) USA	£38.00
Fire Shark	£30.00	Moonwalks	£33.00
Granada X	£33.00	Russian SAGA II	£36.00
Shadow Dancer (NEW)	£33.00	Burning Force	£36.00
Mickey Mouse (NEW)	£33.00	Vormation (American RPG)	£28.00
Slinder	£33.00	Fairman	£30.00
M.U.S.H.A. Aleste	£38.00	Lakers Vs Celtics USA	£38.00
John Madden USA football	£38.00	Arnold Palmer Golf USA	£38.00
Battle Squadron (USA)	£38.00	Megadrive (Puzzle game)	£33.00
Junction (puzzle game)	£38.00		

SEGA MEGADRIVE ACCESSORIES

Megadrive carrying case	£28.95
Pro 1 Joystick	£34.00
Freedom 16 infra red joystick	£45.00
SEGA Joypad	£18.95
SEGA arcade powerstick	£38.95

NEO GEO SOFTWARE SPECIAL OFFERS

Vietnam 75	£110.00
Magician Lord	£130.00
Riding Hero	£120.00
Ninja Combat	£130.00
Super spy	£175.00
Bowling	£180.00

NINTENDO GAMEBOY

Nintendo Gameboy, 101s, 2 Plyr cable	£69.95
Gamegirl	£14.98
Lighboy (with magnifier)	£24.95
Catycase	£18.95

SUPER FAMICOM NOW IN STOCK

(CALL FOR BLIST PRICE)	
Pilot wings	Call
Super Mario World	Call
Demoloco	Call
Final Fight	Call
Populous	Call
Gradius 3	Call

**MORE GAMES ARRIVING
DAILY, PLEASE CALL**

SAVE DATE DISPATCH ON ALL ACCESSORIES AND BOSTAL ORDERS IF IN STOCK (CALL US ON 0782 213993)

CHECKS PLEASE ALLOW 3 DAYS FOR CLEARANCE

STEVE, COLIN AND ALL THE STAFF WOULD LIKE TO WISH ALL OUR CUSTOMERS ALL THE BEST FOR THE NEW YEAR
AND THANK YOU FOR YOUR SUPPORT DURING THE LAST 12 MONTHS

SEGA, NINTENDO, NEC, SNK, are trademarks of their respective owners

*** YOU'VE TRIED THE REST!! NOW TRY THE BEST ***

MEAN MACHINES

WIN A GAMEBOY

0839 121 174

Once the thrill of Crimble is over, school, college or work soon looms large on the horizon. This is depressing enough, but the thought of all those long trips on the bus, train or tube is truly terrifying. That is until MEAN MACHINES came up with this compo! Win yourself the very latest in handheld, portable entertainment from Nintendo, and never dread your journey again!

WIN £150 WORTH OF SOFTWARE

0839 121 188

Golly, console games aren't very cheap, are they? Especially after you've spent all your money on Granny's sock! So why not enter this crazy competition and win a whole sackful of software for your chosen system? We're silly enough to give it away, and you should be clever enough to know how to dial the telephone! If not now's the time to learn - your machine will love you for it!

WIN A MEGADRIIVE

0839 121 180

Well, after the seasonal hubbub, you may look around at your prezies and notice something - you didn't get the Megadrive you wanted! Never fear, MEAN MACHINES comes to the rescue once again, offering you the chance to win one of these amazing consoles by simply picking up the phone, dialling the above number, and listening to a couple of questions. Couldn't be easier, really.

WIN 3 MEGADRIIVE GAMES

0839 121 189

Who's the lucky so-and-so who received a Megadrive for Christmas? And who's the skint person who can't afford any new games for it? The MEAN MACHINES Hotline will help you out of this jam, and all you need to do is call the above number. Easier than telling over on New Year's Eve! So pick up the dog and bone now, grab a pen for the answers, and have the chance of claiming three spanking new carts for your Megadrive.

WIN A SUPER FAMICOM

0839 121 187

The word on the street is that the Super Famicom is the hottest console ever - and who are we at MEAN MACHINES to argue! Not only can you read all about this fabulous machine in this issue, but we're offering you the chance to be the first person in your street to own one! This is an offer you really can't refuse (and there's no horse's head involved), so make sure you call the number today - or you'll be kicking yourself next month. Another fabby prize from the best magazine in the cosmos!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 44P PER MINUTE (PEAK RATE) AND 33P PER MINUTE (OFF PEAK). NO PROGRAMME IS LONGER THAN THREE MINUTES.

WIN THE HOTLINE

SUBSCRIBE!

We've had literally hundreds of inquiries about getting together a subscription to MEAN MACHINES. So we've done it. And not in just any old fashion. Oh no! We want to give you readers the best offer possible - so we've done it! To get a full 12 month's subscription (and that means 12 issues) all you have to pay for is the price of eleven issues (the same price you'd pay for them in the shop). The 12th issue and all the postage and packing is taken care of by us! Brilliant, eh? Saving you loads of money so you can put it towards the next mega console game! Are we generous or what? The price of the subscription is only £19.25 (if you live in the UK), £32.00 if you live in an EEC country other than Britain) and £39.00 for the rest of the world. How do you subscribe? Just fill out the form below, enclose a cheque/postal order/international money coupon and send it off to: MEAN MACHINES SUBSCRIPTIONS, PO BOX 300, PETERSBOROUGH, PE1 5TG.

HERE ARE THE REASONS WHY YOU SHOULD SUBSCRIBE TO MEAN MACHINES:

YOU'LL BE THE FIRST TO GET MEAN MACHINES - EACH ISSUE WILL BE PRIORITY MAILED TO YOU SO YOU'LL GET IT EVEN

BEFORE IT'S ON SALE IN THE NEWSAGENTS!

YOU'LL NEVER HAVE TO GO DOWN TO THE NEWSAGENTS TO GET YOUR COPY ONLY TO FIND OUT THAT THEY'VE SOLD OUT.

YOU'LL NEVER MISS AN ISSUE - VITALLY IMPORTANT IF YOU WANT TO KEEP UP WITH WHAT'S NEW ON THE CONSOLES SCENE!

YOU GET 12 ISSUES, BUT YOU ONLY HAVE TO PAY FOR 11!

WE'LL BE RUNNING SPECIAL SUBSCRIBER COMPETITIONS IN THE FUTURE WHICH ONLY SUBSCRIBERS WILL BE ELIGIBLE FOR!

WE'LL HAVE SPECIAL OFFERS FOR SUBSCRIBERS!

IT'D BE THE BEST PRESENT YOU COULD EVER GET - 12 MONTH'S SUPPLY OF THE GREATEST CONSOLES MAGAZINE IN THE ENTIRE UNIVERSE!



I WANT SUBSCRIPTION AND I WANT IT NOW! SO I HAVE ENCLOSED A CHEQUE/POSTAL ORDER/INTERNATIONAL MONEY ORDER PAYABLE TO EMAP PLC ORDER FOR:

£19.25 (UK SUBSCRIPTION)
£32.00 (EEC COUNTRIES ONLY)
£39.00 (REST OF THE WORLD)

OR CHARGE MY VISA/ACCESS CARD. MY NUMBER IS:

NAME:

ADDRESS:

POST CODE:

SEND YOUR SUBSCRIPTION TO: MEAN MACHINES SUBSCRIPTIONS, PO BOX 300, PETERSBOROUGH, PE1 5TG
PLEASE NOTE: SUBSCRIPTIONS WILL BE PROCESSED AS QUICKLY AS POSSIBLE, BUT YOU SHOULD ALLOW 28 DAYS FOR THE ORDER TO BE PROCESSED AND EXPECT TO RECEIVE THE FIRST AVAILABLE ISSUE AFTER THAT.

WHIZZ-KID GAMES

MAILORDER HOTLINE
0689 891417



NEW YEAR SALE!!!

BUY ANY 2 NEW GAMES AND GET 1 FROM THE FOLLOWING LIST FREE

MEGADRIVE

PHELIOS
DAI SENPU
SHITEN MYOCH
DARWIN
YDB

PC ENGINE

NEW ZEALAND STORY
BARUMBO MAN
ATOMIC ROBOKID
TIGER HELI
DOWN LOAD

GAMEBOY

TENNIS
 GOLF
 SKATE OR DIE
 BOXXLE
 AEDALION OPUS

**WHOLESALE,
MAILORDER,
RETAIL AND
USED GAMES**

90 HIGH STREET
SIDCUP, KENT.
081 300 0880

MID KENT SHOPPING CENTRE
MAIDSTONE, KENT.
0622 674882

292 HIGH STREET
ORPINGTON, KENT.
SE8 5PL

106 HIGH STREET
BECKENHAM, KENT
081 650 1305

**22 STATION SQUARE
PETTS WOOD
KENT BR51NA
0688 291617**

OFFER OPEN WHILE STOCKS LAST—ENDS 3/1/95

SEGA
MEGA
DRIVE

UK MEGADRIVE + JPN ADP	£189.00
JPN MEGADRIVE PAL+GAME	£159.00
JAPANESE GAME ADAPTOR	£20.00
SCART LEAD	£15.00
8-BIT CONVERTER	£29.00
ARCADE POWER STICK	£39.00
CONTROL PAD	£15.00

WHY PAY FULL PRICE FOR OLDER TITLES!

HUNDREDS OF SECOND HAND CARTRIDGES IN STOCK.
PHONE NOW FOR OUR NEW AND USED PRICE LIST

SECOND HAND CARTRIDGES

NEW SEGA GAME
GEAR + 1 GAME
ONLY £149

NINTENDO

UK GAMEBDY	£69.95
LIGHTBOY	£20.95
ILLUMINATOR	£15.95
CARRY CASE	£15.95

GAMEBOY

NES TURTLES PACK	£79.95
NES ACTION PACK	£99.95
NES JOYSTICK	£39.95
NES MAX PAD	£29.95

PC ENGINE HAND HELD

**NOW AVAILABLE PHONE
FOR PRICES**

NEO GEO

NED GED SCART	£399.00
NEO JOYSTICK	£49.00

MASTER SYSTEM

MASTER SYSTEM	£79.99
MASTER SYSTEM +	£99.99
CONTROL PAD	£7.99
RAPID FIRE UNIT	£5.00
JOYSTICK	£14.99

ILLUMINATOR	E15.0
CARRY CASE	E15.1

DATE	TIME	PROGRAM	VIEWERS*
MON	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000
TUE	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000
WED	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000
THU	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000
FRI	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000
SAT	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000
SUN	7P	20/20	14,000
	8P	20/20	14,000
	9P	20/20	14,000
	10P	20/20	14,000
	11P	20/20	14,000

YES JDYSTRK £39
YES MAX PAD £29

	TITLE	MOV	GROSS
	BATMAN	39.35	38.00
NEW	BOAC (C)AMEMB	31.35	30.00
NEW	BLACK BEATS	30.00	27.00
NEW	BOBBA BUSUBU	24.00	23.00
NEW	DOUBLE DRAGON 2	23.00	22.00
NEW	FOUR'S A SQUAT	22.00	20.00
	NO CLUES	20.00	20.00
	LEGEND OF BEERA	20.00	20.00
	MEGA MAX	14.00	13.00
NEW	MEGA MAD 2	10.00	10.00
	MEAL GRUB	14.00	13.00
	MEAT PUNCH-OUT	12.00	11.00

PC ENGINE

PC CORE GMAFX	£149.00
PC CD ROM + INT	£299.00
CONTROL PAD	£19.95
XE9 JOYSTICK	£29.95

ATARI LYNX

ATARI LYNX	\$129.00
------------	----------

NINTENDO
SUPER

FAMICON
NOW IN STOCK
£299 inc 2 GAMES

NINTENDO OWNERS!

**NOW AVAILABLE
LATEST JAPANESE
NINTENDO GAMES
GAME ADAPTOR**

**BRING YOUR
GAMES FOR PART
EXCHANGE TO THE
16 BIT FAIR
4-5-6 JAN NOVOTEL
HAMMERSMITH
LONDON W6
STAND 42**

PART EXCHANGE CARTRIDGES

WE WANT YOUR OLD CARTRIDGES!
PART EXCHANGE YOUR OLD GAMES FOR NEW ONES OF
SAME OR DIFFERENT FORMATS. PHONE FOR FULL PRICE LIST.

WHIZZ-KID GAMES, 22 STATION SQUARE, PETTS WOOD, KENT BR5 1NA. PLEASE ADD TO ALL ORDERS P&P GAMES - £1 CONSOLES - £5 FAST DELIVERY PERSONAL CALLERS WELCOME.	NAME	_____	GAME	_____	MACHINE	_____	PRICE	_____
	ADDR	_____		_____		_____		_____
	TEL	_____		_____		_____		_____
	C/CARD NO	_____		_____		_____		_____
	EXP DATE	____/____/____	CHEQUE	_____	<input type="checkbox"/>	TOTAL	_____	
	SIGNATURE	_____	ACCESS/VISA	_____	<input type="checkbox"/>			



MEGA DRIVE

COMMIT TECHNOLOGY
PROMOTING MEGA
DRIVE
© 1993 SEGA

虎極狂

最新MD版

最新作！
放



POSTER



MVL SOFTWARE

MAIL ORDER DIVISION OF ESTABLISHED RETAILER
0354 56433 24 HOUR HOTLINE

ALL PRODUCTS UK VERSION

SEGA MASTER SYSTEM	£74.99	SEGA 16-BIT INC ALTERED BEAST	£184.99
SEGA MASTER SYSTEM +	£94.99	GAMES FROM	£29.99
GAMES FROM	£9.99		

MVL GAMES RENTAL CLUB
CALL FOR DETAILS
WE STOCK LARGE
SELECTION OF SOFTWARE
FOR ALL CONSOLES & COMPUTERS

JAPANESE MEGADRIE GAMES AVAILABLE

PC ENGINE	£200.00	NINTENDO TURTLE SET	£79.99
GAMES FROM	£24.99	ATARI LYNX + GAME	£129.99
AMSTRAD GX 4000 + BURNING RUBBER	£94.99		
GAMEBOY	£69.95	Software for all Computers	

"JUST A SELECTION OF WHATS AVAILABLE"
"ALL ENQUIRES WELCOME "FRIENDLY FAST"
"SERVICE" GUARANTEED, ADD £1 P&P
£5 P&P MACHINES, CHEQUES & P.O. PAYABLE TO:

"MVL"
WHITEHART BUILDING, NENE PARADE,
MARCH, CAMBS PE15 8PH



GAMEBOY CARTS FROM THE STATES

Get hold of new Gameboy Carts up to six months before anyone else in this country. Just look whats available now. We import direct from the States to you at bargain prices-

Bases/Loaded	£19.99	Mailbox Beach	
Boxie	£19.99	Volleyball	£19.99
Bubble Ghost	£29.99	Mercenary Force	£29.99
Castlevania	£24.99	NFL Football	£22.95
Cosmo Tank	£24.99	Paperboy	£19.99
Dadalian Opus	£19.99	Penguin Wars	£24.99
Dexterity	£24.99	Pipe Dream	£29.99
Doble	£24.99	Quarth	£19.99
Fortress of Fear	£24.99	Shanghai	£24.99
Gargoyle's Quest	£24.99	Skate or Die	£24.99
Heavyweight Boxing	£19.99	Spiderman	£24.99
Kwik	£19.99	Teenage Mutant	
Lock 'n Chase	£19.99	Hero Turles	£29.99

Eurotek
LIMITED

71 Whitehart Road,
Shrewsbury, SY1 4AE.

Credit Card Hotline
(0743) 243789

Meridian Games is a wholly owned subsidiary of Meridian of America Inc.



C.E.S.

153 White Hart Lane,
Barnes,
London SW13 0PJ
Tel: 081-876 5501

SEGA MEGADRIE PAL/SCART	129.99 (+ £5 p&p)
MEGADRIE + EXTRA JOYPAD + ANY GAME	169.99 (+ £6 p&p)

LIMITED OFFER:

MEGADRIE + GHOULS & GHOSTS	
+ ESWAT	
+ GOLDEN AXE	
ONLY 199.99 (+ £6 p&p)	

SEGA GAME GEAR (INC 3 GAMES)	ONLY 195.00 (INC p&p)
SEGA GAME GEAR (INC 1 GAME)	ONLY 165.00 (INC p&p)
GAMEBOY (DELUXE VERSION)	PLEASE CALL
NINTENDO SUPER FAMICOM (now in stock)	PLEASE CALL
PC ENGINE HAND HELD (now in stock)	PLEASE CALL
PC ENGINE SUPER GRAFX	ONLY 199.99 (+ £5 p&p)

NEW MEGADRIE GAMES

STRIDER	£36
AXIS FZ	£34
FATMAN	£35
BURNING FORCE	£34
HELLFIRE	£32
DYNAMITE DUKE	£32
JUNCTION	£33
GRANADA	£35
TORAI TORAI	£32
PANAL (PUZZLE)	£30
I LOVE MICKEY MOUSE	£30
SHADOW DANCER	£35
ATOMIC ROBO KID	£36
MAGICAL HAT	£35
RINGSIDE ANGEL	£35
RING FOR OTHER TITLES!	

ELEMENTAL MASTER	£36
DANGEROUS SEED	£35
CRACKDOWN	£35

SPECIALS

ESWAT	£32
PHELLIOS	£27

MOONWALKER	£30
DARWIN	£26
BASTAN SAGA	£27

NEW NEO-GEO GAMES
AT £185
GAMEBOY GAMES

PACMAN	£20
TWIN BEE	£20
WARS	£20

ACCESSORIES

SEGA JOYPAD	£16.99
JOYSTICK (X-E)	£29.99
ARCADEPOWER	
STICK	£35.00
8-BIT CONVERTOR	£30.00
ENG. TO JAP	
CONVERTOR	£20.00
SEGA	
JAP. MAGAZINE	£6.50

PLEASE ADD
£1 p&p FOR GAMES
£2 FOR ACCESSORIES
+ NEO-GEO GAMES

SEE US AT THE 16-BIT COMPUTER FAIR
AT THE
NOVOTEL HAMMERSMITH
STAND 58a ON 4, 5 + 6th JAN '91

MAIL ORDER

**HAPPY
NEW YEAR**

PLEASE CONFIRM AVAILABILITY BEFORE SENDING MONEY. ALL ABOVE ARE JAPANESE IMPORTS.





ELECTRO GAMES



**TRADE WHOLESALERS
AND EUROPEAN ORDERS
WELCOME**

THE SPECIALISTS IN CONSOLES AND GAMES
TEL: 081-530 8246
2 DVORTON DRIVE, WANSTEAD, LONDON E11 2NJ
VISITORS WELCOME RING FOR APPOINTMENT
MON-SAT 9am-7pm, SUNDAY 9am-6pm

**RETAIL MAIL ORDER
PART EXCHANGE
WELCOME**

SEGA MEGADRIVE

PAL MEGADRIVE	145.00
PAL inc FREE GAME	159.95
SCART inc FREE GAME	159.95
UK JAPANESE CONVERTOR	19.95

MEGADRIVE GAMES

HEAVY UNIT	34.95
BATTLE SQUADRON	39.00
JOHN MADDEN F/BALL	39.00
HARD DRIVEN	34.00
VERMILLION	55.00
WORLD CUP SOCCER	33.95
CHICKS + GHOSTS	38.95
SUPER SHINOBI	34.95
GOLDEN AXE	34.95
THUNDERFORCE III	34.95
SUPER MONACO GP	37.95
BATMAN	33.95
STRIDER (BM)	36.00
HELLFIRE	34.95
ESWAT CYBER POLICE	32.95
FATMAN	34.95
BURNING FORCE	34.95
DYNAMITE DUKE	34.95
RAINBOW ISLAND	34.95
SHADOW DANCER	34.95
ATOMIC ROBO KID	34.95
DARIUS II (BM)	45.00
WONDERBOY III	35.00
RINGSIDE ANGEL	34.95
MIDWINTER RESISTANCE	CALL
WRESTLER WWF	CALL

SUPER FAMICOM



NOW IN STOCK

PC ENGINE

F ZERO
FINAL FIGHT
BOMBZOL
FLIGHT OF WING

PC ENGINE

PAL INC GAME
SCART INC GAME

PC ENGINE GAMES

DIE HARD
OPERATION WOLF
AFTERBURNER
F1 CIRCUIT
FINAL BLASTER
SUPER STAR SOLDIER
VIOLET SOLDIER
DARIUS
THUNDERBLADE
CHAMPION WRESTLER
CYBER COMBAT POLICE

GAMEBOY

GAMEBOY DELUXE UK JAP/SCART
COMPATIBLE

GAMEBOY GAMES

BATMAN
MONSTER TRUCK
W W F

DOUBLE DRAGON	25.50
GHOSTBUSTERS 2	25.50
ROAD MISSION	25.50
FINAL FANTASY LEGEND	25.50
SPIDERMAN	25.50
SKATE OR DIE	25.50
BUBBLE BOBBLE 2	25.50
ROAD STAR	25.50
DRAGON SLAYER	25.50
DUCK TALES	25.50
CHASE HQ	25.50
WIZARD AND WARRIORS	25.50

LYNX

ATARI LYNX + CALIFORNIA GAMES	129.99
ROAD BLASTER	29.99
CHIPS CHALLENGE	29.95
SLIM WORLD	29.95
ELECTROCOOP	29.95
KLAX	34.95

GAMEGEAR

GAMEGEAR + 3 GAMES CALL

NEO-Geo

PAL NEO-Geo	389.95
SCART NEO-Geo	379.95

NEO-Geo GAMES

MAGICIAN LORD	189.95
BASERBALL STARS	189.95
NAM 1975	189.95
GOLF	189.95
CYBERLIP	189.95
NINJA COMBAT	189.95
RIDING HERO	189.95
SUPER SPY	189.95

PLEASE NOTE: ALL MACHINES CARRY A ONE YEAR GUARANTEE.
FULL ENOUGH INSTRUCTIONS, RING FOR THE LATEST RELEASES
ON THE NEWEST PC ENGINE NEO-Geo GAMES
ALL ENQUIRIES ARE WELCOME. JAPANESE MAGAZINES
AVAILABLE ON REQUEST.
PLEASE MAKE ALL CHEQUES PAYABLE TO ELECTRO GAMES.

NINTENDO SUPER FAMICOM	£199
SEGA MEGA DRIVE	£99
NEC PC ENGINE	£99
NEC PC ENGINE GT HANDHELD	£199
ATARI LYNX DELUXE PACK	£125
SEGA GAME GEAR	£125

ALL PRICES ARE FULLY INCLUSIVE
OUR COMPLETE PRICE LIST APPEARS
IN MICRO MART EVERY FORTNIGHT

GT DISTRIBUTION

WOODTHORPE HOUSE, WOODTHORPE AVENUE
BOSTON, LINCOLNSHIRE, PE21 0ME

Pm GAMES

136 Cook Road
Horsham, West Sussex
RH12 4QG

SEGA MEGADRIVE PC ENGINE

ATARI LYNX GAMEBOY NEO-Geo
GAMES GAMES GAMES GAMES GAMES
MEGADRIVE & PC ENGINE £28-£40

LATEST TITLES AVAILABLE
PHONE OR WRITE FOR MORE INFORMATION
SEND S.A.E FOR A LIST

PHDNE 0403-61899
MON-FRI 5PM-9PM WEEKENDS 10AM-6PM
MAIL ORDER ONLY

XEXEX

AROUND 300 GAMES AVAILABLE FOR:

ATARI - 2600/7800/LYNX
NINTENDO - ENTERTAINMENT SYSTEM/GAMEBOY
SEGA - MASTER SYSTEM/MEGADRIVE
NEC - PC ENGINE

A SELECTION FROM OUR 50+ GAMES FOR
THE NINTENDO ENTERTAINMENT SYSTEM

AIRWOLF	£34.49	MEGA MAN	£34.49
BATMAN	£34.49	TEENAGE TURTLES	£34.49
FESTERS QUEST	£34.49	TETRIS	£24.49
GHOSTS 'N GOBLINS	£24.49	TOP GUN	£24.49
LIFE FORCE	£34.49	WIZARDS & WARRIORS	£24.49

PRICES ARE FULLY INCLUSIVE OF POSTAGE & PACKING
PLEASE SEND A STAMPED SELF-ADDRESSED ENVELOPE
FOR OUR LATEST PRICE LIST AND ORDER FORM,
STATING WHICH CONSOLE YOU WANT THE LIST FOR, TO
XEXEX, PO BOX 3, ALBRIGHTON, WOLVERHAMPTON, WV7 3LX



POSTER

包圍網突破

★ゲームセンターで大ヒットした横スクロールシューティングゲームをメガドラ化!

★メガドラ独自のオプションや強力武器!

★大容量4メガROMによる美しいグラフィックとBGM!

★1P専用設計!

メガドライブバージョン

横スクロールシューティングゲーム



HERO GAMES BRISTOL

SEGA

SEGA MEGADRIE PAL/SCART £150
WITH 1 GAME..... £179
WITH 1 GAME + JOYPAD £189
SEGA JOYPAD..... £15
SEGA 16-BIT GAMES FROM..... £29
SEGA GAME GEAR £150

ALL OUR MACHINES WILL TAKE ENGLISH,
JAPANESE + AMERICAN CARTRIDGES
AND GIVE ENGLISH TEXT

★ WE HAVE THE LATEST MEGADRIE SOFTWARE ★

ATOMIC ROBOKID	£45	HARD DRIVING	£45
STAR CRUISER	£45	MONSTER LAIR	£39
ELEMENTAL MASTER	£45	DARIUS II	£50
GAIN GROUND	£39	KAGEKI	£50
MAGICAL HAT	£39	GALERIES	£50
DANGEROUS SEED	£39	WARRIDR ARESUTA	£45
CRACKDOWN	£39		



HERO GAMES

29 BROAD WEIR,

BRISTOL BS1 3AY

MAIL ORDERS RING 0272 291971

SAME DAY DESPATCH

P+P FREE IN THE U.K. MAIN LAND



**WORLDWIDE
SOFTWARE**

106A CHILWELL ROAD, BEESTON NOTTINGHAM NG9 1ES
TEL: 0602 252113 TEL: 0602 225368 FAX: 0602 430477

SEGA MEGADRIE (IMPORT)	SHADOW DANCER	37 00
AFTERBURNER II	31 00	GHITEN MYDOH
ALEX KIDD	22 00	SUPER HANO ON
ALTERED BEAST	23 00	SUPER LEAGUE BASEBALL
ARROW FLASH	32 00	SUPER MONADO GRAND PRIX
ASSAULT SUIT LEYNOS	22 00	SUPER REAL BASKETBALL
AXIS	33 00	SUPER SHINOBI
BATMAN	36 00	TATSUNO
BATTLE SQUADRON	37 00	THUNDERFORCE II
BUDOKAN	36 00	THUNDERFORCE III
BURNING FORCE	35 00	WORLD SOCCER
COLUMNS	23 00	X D R
CYBERBALL	26 00	
DARWIN 4061	22 00	SEGA MEGADRIE (BRITISH)
D J BOY	31 00	ALEX KIDD
E SWAT	30 00	ARNOLD PALMER GOLF
FATMAN	37 00	BATTLE SQUADRON
FINAL BLOW	32 00	BUDOKAN
FLYING SHARK	36 00	FORGOTTEN WORLDS
FORGOTTEN WORLDS	32 00	GHOULS AND GHOSTS
GHOSTBUSTERS	30 00	GOLDEN AKE
GHOULS AND GHOSTS	32 00	JOHN MADDERN F/BALL
GOLDEN AKE	27 00	POPULOUS
HELLFIRE	33 00	RAMBO III
INSECTOR X	31 00	REVENGE OF SHINOBI
JOHN MADDERN F/BALL	37 00	SPACE HARRIER II
KLAX	32 00	SUPER HANO ON
LAST BATTLE	26 00	SUPER THUNDERBLADE
MOONWALKER	31 00	SUPER LEAGUE BASEBALL
NEW ZEALAND STORY	23 00	THUNDERFORCE II
PHILIPS	31 00	TRUKTON
POPULOUS	37 00	WORLD CUP ITALIA 90
RASTAN SAG II	27 00	ZANY GOLF
RINGSIDE ANGEL	37 00	ZOOM

ALL DELIVERY & BY FIRST CLASS POST PLEASE MAKE
CHEQUES AND P.O. PAYABLE TO WORLDWIDE SOFTWARE.
OVERSEAS ORDERS ADD CLAS PER ITEM SEND BAE FOR
PC ENGINE, MASTER SYSTEM, GAMEBOY, LYNX, NEO-GEOTE.

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

SEGA MEGA DRIVE

NINTENDO
SUPER
FAMICOM



Intellivision
PC SUPER GRAFX



NINTENDO
GAMEBOY

GAME
GEAR

LYNX
PC
Handheld

Also available one great video lover 400 games shown!
What Games can I buy?
Which console is compatible?
Do I need a monitor? What is SCART?
How about NTSC-PAL-SECAM?
All these and more answered for just £14.95
plus £1.00 p.p. Order Now

TELEGAMES,

Wigston, Leicester LE8 1TE
(0533 880445) (0533 813606)

SAE for full list or phone you order now
Still Europe's Largest Video Game Centre



GUNFIGHTER



USE YOUR VOICE
TO OUTDRAW
THE GUNFIGHTER
CASH PRIZES

0898 31 35 90

INFORMAL POSTBOX 36 US 1st 47N Cds cheaper 33p Per Min Cheap 44p Per Min All Other Times

GAME / TECH

CONSOLES, CARTRIDGES & 16 BIT SOFTWARE

MANCHESTER'S MOST EXCITING CENTRE
FOR THE BEST IN VIDEO GAMES
AND MACHINES

● ATARI ● CDLECD ● INTELLIVISION ● NEO-GEOTE ●
● NINTENDO ● POWARCADE ● SEGA ●

HIRE CLUB FOR GAMES CARTRIDGES



MANY SPECIAL DUNING OFFERS
SEND STAMP FOR CATALOGUE



GAME / TECH

11/15 FENNEL STREET, MANCHESTER M4 3DU.

PLEASE NOTE NEW TELEPHONE NUMBER

TEL. 061 831 7857

CAPCOM

SUPER FAMICOM



ストロウティの登場する冒険物語やドット絵に、近頃の話題作にもよく
 立ち回ったキャラクター、そのバリエーションも驚かす。そして、
 そして人々の記憶の隅々には、今でも残っている。そして、
 いよいよスーパーファミコンで通じる。そして、
 カンコンタクトは、ますます面白くなる。

ザン、カ
戦場のバイオレンスに世界が震えた。

1550



8,500円

THE MEGA CONSOLE BOOK VOLUME IV!!! **£2.95**

DISPLAY UNTIL FEB 10TH



COMPLETE GUIDE TO CONSOLES

**MEAN
MACHINES**

MEGADRIIVE SEGA NINTENDO PC ENGINE LYNX
GAMEBOY NEO GEO SUPER FAMICOM GX4000

**SUPER
FAMICOM!
IS THIS
THE BEST
CONSOLE
YET?**



**NEO GEO!
ARE THE
GAMES
REALLY
WORTH
£150.00?**



**AMAZING!
THIRTEEN
DIFFERENT
CONSOLES
REVIEWED
INSIDE!**



**OVER 400 CONSOLE GAMES
REVIEWED AND RATED!!!**

WIN!!! GAMEBOYS! GAME GEAR!
SUPER FAMICOM! MEGADRIIVE!
PORTABLE PC ENGINE!

TOP 10 CHARTS

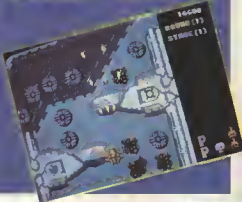
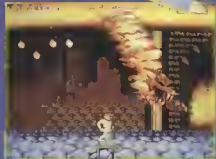


MEGADRIVE

	◀	GOLDEN AXE
2	◀	REVENGE SHINOBI
3	NE	POPULOUS
4	▲	FORGOT'N WORLDS
5	RE	GHOULS 'N GHOSTS
6	▲	MYSTIC DEFENDER
7	NE	BUDOKAN
8	◀	SUPER HANG-ON
9	▼	THUNDERBLADE
10	▼	TRUXTON

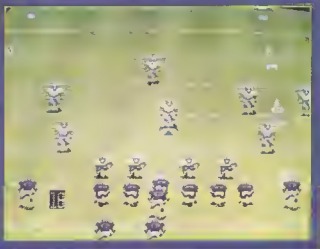
MEGADRIVE

Hecky mick! You should have seen us rushing around the office trying to get the Megadrive charts in before we went to press. Sadly, though, due to a technical fault - in other words, Sega not sending the charts to us in time - we're unable to bring the Megadrive charts to you. So here's last month's for you to look at again. Next month you'll be able to find out all about what happened - we promise...



PREDICTIONS

MEGADRIVE: JOHN MADDEN'S
SEGA: SUPER MONACO GP
NINTENDO: TURTLES



ALL FORMATS

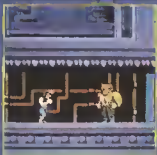


NINTENDO

- 1 ► MUṬANTE TURTLES
- 2 ► BATMAN
- 3 NE DOUBLE DRAGON II
- 4 ▼ SUPER MARIO II
- 5 ▲ NE TETRIS
- 6 ▼ ADV OF LINK
- 7 ▼ TRACK AND FIELD II
- 8 ▼ BUBBLE BOBBLE
- 9 ▼ LEGEND OF ZELDA
- 10 NE COBRA TRIANGLE

NINTENDO

No problems with the Nintendo charts, thank goodness! Turtles, as predicted, remains unavailable at the top spot, and the very lovely Batman keeps dogging it's footataps. Super Mario II also holds its own, while Tatris makes a surprise entry at the number five slot. Otherwise there's little movement in the charts, with only Cobra Triangle making a deserved appearance for the first time. Don't expect a lot of movement at the top for a few months!



SEGA

- 1 GOLDEN AXE
- 2 ◀ CHASE HQ
- 3 ◀ OPERATION WOLF
- 4 ▲ DOUBLE DRAGON
- 5 ▼ BATTLE OUTFRAN
- 6 NE WONDERBOY III
- 7 NE WORLD SOCCER
- 8 NE NINJA
- 9 NE CALIFORNIA GAMES
- 10 ▼ GOLFMANIA

MASTER SYSTEM

"Eek!", we hear you cry. "These darn Sega charts are exactly the same as last month's". Sorry folks, we're afraid they are. Due to that horrible technical hitch over at Sega Towers, they were unable to supply us with the Sega Christmas chart before the magazine reached its deadline. So you'll have to wait another four weeks before finding out the biggest seller this Christmas!



MEGADRIVE



REVIEW

We've been waiting for it to appear for ages, but finally Atari's massively successful filled-3D driving coin-op has been converted to the Megadrive.

At first you choose either an automatic or manually-gearled car. After that it's straight behind the wheel for some serious speeding. The idea is to drive around a track, reaching each checkpoint dotted around the course to add extra time to your ever-decreasing timer. Should the timer run out, it's game over, so the pressure is on for fast driving.

There are two routes you can take around the course - the speed track and the stunt track. The former is a fairly straightforward, but slightly longer course where you can really get your foot down. The stunt course requires a far more careful approach, with a loop-the-loop, broken bridge and some high speed banking to negotiate.

As well as concentrating on staying on the road, there are other road users to worry about. Cars and lorries travel around the track in both directions, so take care not to stray over the other side of the road!

If you hit any obstacle, a third-person perspective replay of your crash is shown, and you're put back on the road a little further back from the point of impact, resulting in precious time being lost.

HARD DRIVEN



▲ The full horror of this course ahead of you...



GREY IMPORT WARNING

At present this is only available from Megadrive software Importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not work on official UK Megadrives unless you have a games adaptor (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty).

Race Drivin'

THE COIN-OP

Atari's revolutionary 3D coin-op appeared in the arcades during spring 1989, and quickly became one of the most popular arcade machines of all time. Its freedom of movement and "real world" environment, coupled with its amazing stunt and speed tracks and "real" car controls and handling resulted in very original and highly playable coin-gobbler. If you haven't played it yet - check out an arcade and make sure you did!!

HARD DRIVIN' GETS HARDER

Hitting the arcades this month is *Race Drivin'*, the sequel to *Hard Drivin'*. Using the same graphics system, but featuring two new tracks and four different cars, it's a very challenging and addictive race game. The new stunt track features a mountain pass, a broken loop-the-loop, bumpy speed banking, a high roller coaster hill, a tunnel and a corkscrew with three loops! The off-road track is quite straightforward, but the slippery course makes it ideal to practice rallying skills. There's even a two-player link-up option inside the coin-op should your arcade feature two machines.



MEGADRIVE REVIEW



▲ Thrills 'n' spills as your motor begins to skid

COMMENT



MATT

Hard Drivin' was easily one of the most innovative coin-ops of the late eighties: its filled-vector graphics and tactile feedback, as well as its original stunt tracks, caused a sensation in the arcades. However the Megadrive version cannot possibly offer that sort of excitement - and so the player is left with the bare bones of the game, so to speak. It's my sad duty to report that this conversion really doesn't cut the mustard. The car handles well and the update is fast, but ultimately the game lacks longevity. It's easy to finish the course, and then what do you do? Finish them again? Megadrive games are expensive, so if you want to play *Hard Drivin'*, go to the arcades and spend a few ten pence - you'll get better value for money.





THE PHANTOM PHOTON

When you race around the track a second time, you've challenged a head-to-head race by the Photon. Both you and Photon are positioned on the line, and you've simply raced around the stunt track the finish line before he. A challenge indeed!



▲ Passing the motorised cardboard box in Herd Drivin'.

▼ On the road to nowhere...



COMMENT



JULIAN

Herd Drivin' worked well as a coin-op - the positive feedback steering wheel, realistic clutch controls and enclosed cabinet made for an enjoyable driving experience. However, on the Megadrive much of the coin-op's tactile appeal has been stripped away, exposing what is really a rather basic racing game. The 3D graphics are smooth, feel and impressive, and the game is certainly enjoyable for a while. But once you've mastered the tracks and beaten the Phantom Photon (which doesn't take a vast amount of practice) it all gets rather dull and pointless. Players who loved the coin-op will doubtless enjoy the action, but it won't take long before the novelty wears off.

LEARN TO DRIVE

Originally, Herd Drivin' was developed as a machine to help learner drivers get used to controlling a car before they actually went out on the road. However, the designers soon realised that it would be much more fun (and make far more money) if they turned their creation into an arcade machine, so they beefed up the car to make it perform like a top sports car, and added all sorts of wild 'n' wacky features to the track, such as stunt jumps and high speed banking! The result was one of the most enjoyable race games seen in the arcades.



BY: TENGEN

PRICE: £34.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: VERY EASY

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 3

RESPONSIVENESS: OK



PRESENTATION 83%

An impressive options screen and good in-game presentation.

GRAPHICS 84%

Best and effective 3D, although some of the colours are rather drab.

SOUND 47%

Weak engine and skidding noises and an equally feeble title screen tune which should have been a lot better.

PLAYABILITY 81%

Great controls and a wide variety of game modes make this very easy to get into - almost too easy.

LASTABILITY 38%

Although it's fun at first, once you've beaten the Photon and mastered the tracks the lack of variety results in boredom.

OVERALL 51%

The lack of decent sound, variety and long-term challenge ruin an otherwise impressive conversion. For ardent coin-op fans only.



Switchblade

Havok, the evil warlord, has stolen the Fireblade and broken it into four pieces. This has caused the world of Thraxx, once a peaceful nirvana, to become a devastated wasteland. Now Hiro must enter Havok's Undercity and, as the last Bladeknight, assemble the pieces of the Fireblade and defeat Havvy (as he's known to his friends).

Hiro starts the game above ground, and must find an entrance to the Undercity. Once there, the numerous fiendish traps and puzzles must be solved in order to progress to the next screen. Hiro jumps, kicks and punches his way through the caverns, defeating the baddies either with violence or cunning: most creatures can be jumped over, or lured into falling down pits.

Goodies are scattered around the screens, and take different forms. Potion bottles can be kicked to reveal extra health, and shattering certain wall blocks uncovers new (temporary) weapons, such as shuriken, bullets, or fireballs, which are especially useful for defeating the major monsters that guard the parts of the Fireblade. Destroying these blocks also reveals secret chambers - so be sure to kick anything vaguely suspicious!



▲ Destroy the top block and then use low kicks to kill the nasty below.



▲ As Hiro explores the Underworld, more and more of the surrounding area is revealed.



PACKING A PUNCH

Power-up icons can be difficult to locate, but are a must-have when it comes to offing the bosses. Here's a look at the options:



BULLETS: Rapid fire, but cause relatively low damage.



SHURIKEN: Move slowly through the air, but seriously injure foes.



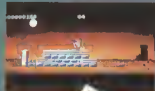
SUPER PUNCH: A close-range weapon that knocks the socks off the enemy.

GX4000

REVIEW



With a proven Extra-point system, it's a collection



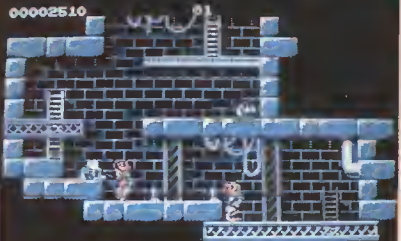
There's a false block just below - if Hiro can get to it.



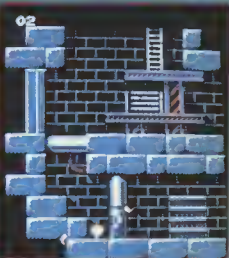
Another token to be collected!



A Blade Icon awaits collection next to Hiro.



EXTRA BONUS



The man himself in all his glory!



COMMENT



MATT

It's about time a Rick Dangerous-type game was successfully converted to the GX4000, and this fits the bill perfectly. This style of game rewards intelligence as much as reflexes, with teasingly difficult puzzles that give the player a real sense of schlemmer when he or she finally works out how to get past them. The animation is confident and expressive, and the music is absolutely wonderful. My only gripe is with the lack of colour; this obviously affects the visual aids of the game, but the strength of the playability more than compensates for this. So don't be put off by the screenshots - this is an excellent game for GX4000 owners. Let's see Switchblades on other formats, Grem!n!



REVIEW



▲ Hiro pauses to plan his next move.

COMMENT



JULIAN

At last! A decent platform game on the GX4000! Switchblade might not look like the greatest game in the world due to the rather drab backgrounds, but it's the playability that counts, and this has it in abundance. The landscape is huge, and there are loads of hidden screens and bonuses waiting to be discovered - just like a platform game should have! It's a pretty tough game, and you certainly have to battle every inch of the way! It helps if you make a map (if you do, send it in to the tips section!), as there are a variety of different routes around the landscape, and some are more hazard-packed than others. If you're a GX4000 owner who's looking for something decent to play, splash your cash on this smash!

DIRTY ROTTEN SCOUNDRELS

The enemies come in many shapes and sizes in Switchblade. Dragonmen are fairly easy to dispose of - especially with a mega kick - but have a nasty habit of pushing Hiro off the screen. As some creatures reappear every time the hero re-enters a screen, this can seriously damage Hiro's health! Scorpions are fearsome opponents, and are virtually impossible to kill; the best bet is to leap over them. Of course, the cavern must be high enough for this!



▲ Kick the pole to gain a bonus



switchblade



BY: GREMLIN
PRICE: £24.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GREAT



PRESENTATION 82%

A cartoon-style introduction sets the scene in an atmospheric fashion.

GRAPHICS 84%

Brilliantly detailed with outstanding animation; it's only the lack of colour that lets the game down.

SOUND 89%

Despite the lack of spot effects, the groovy tune is catchy and not the weedy sound usually heard.

PLAYABILITY 94%

Immensely playable, with varied challenges and subtle changes in background. Addictive in the best possible way.

LASTABILITY 92%

With 150 screens and fearsome foes, Switchblade will keep even the most jaded player intrigued for a long time!

OVERALL 91%

Wall-smashing, baddie-biffing, tunnel-tramping fun all the way! Highly recommended.

C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIE PC ENGINE LYNX NINTENDO

FEBRUARY '91 No.111

COMPUTER £1.30

+video GAMES

DM 6.00 £ 1.30
390 PTA



ON YER BIKE!
EXCLUSIVE!
TEAM SUZUKI!

**OUT
NOW**

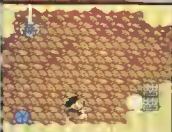
REVIEWED!

GAZZA 2 • IMPOSSIBLE MISSION
HARD DRIVIN' • TOTAL RECALL
SHADOW DANCER • STUN RUNNER

MICKEY MOUSE!
BEST
MEGADRIE
GAME
EVER!



MICKEY MOUSE!
...WE'VE GOT IT
ON
MASTER
SYSTEM
TOO!



WIN!!
A SUPER
FAMICOM!!



WIN!!
A SUPER
FAMICOM!!





Pinbot is the first ever officially licensed pinball conversion, and is a superb console recreation of the classic Williams table.

The screen is divided: the static bottom panel shows the flippers and the larger scrolling top screen shows the location of the ball (see the screen shots). This is not as confusing as it sounds, as the ball is always in its position relative to the flippers.

The plunger is released via the A button, while the control pad and B button represent the left and right flippers respectively.

Collecting bonus points is simply a question of spending the ball around the table using the flippers, aiming it at certain areas of the table where score bonuses can be racked up. At later levels, ghosts appear and eat the ball. So flick the plunger and hit those bells!

The ball's ready to roll: are you? ▶

PINBOT



PINBALL WIZARD

Pinball is one of the most enduring of amusement arcade attractions. It's roots go back to the 30's in the form of bagatelle-style games, but Humpty Dumpty, which appeared in 1947, was the first "true" pinball table which used flippers and bumpers. Since then the basic pinball concept has remained unchanged, although electronic scoring, multi-balls, multi-playfields and sampled sound have helped keep the machines abreast of modern technology.





THE MEAN PINBALL

The futuristic scenario of Pinobot is set against a journey through the solar system. As the points mount up, the player travels past the planets on the way to the sun. Each time a level is cleared, it's possible to pick up bonus points as well as extra balls - very useful when things start to get tough!



COMMENT



JULIAN

I'm very impressed! I played Pinobot a lot in the arcades in its pinball form, and believe me, when I say that Rare have managed to convert it perfectly to the Nintendo I really mean it! It looks and plays exactly like the real thing! The ball movement is superb, and the flippers work just like the real thing. The way the screen scrolls is an excellent idea, following the ball around and joining up with the bottom of the table panel when it's near the flipper. What I particularly like about the table is that you can have multi-balls, and there are plenty of great bonuses to rack up (and some of them pretty tricky to get!). With great speech and graphics, Pinobot is an incredibly addictive game which sure plays a mean pinball!

The game attempts to look the same as the real pinball in every respect.



© COPYRIGHT 1988 RARE LTD.

COMMENT



MATT

A pinball game may seem a redundant idea, and I was doubtful at first that this Rare conversion of the famous table would work. After playing it for a short while, however, I found this to be a cracking game - the ball movement is realistic (always the hardest thing to get right), the bonuses tricky but rewarding, and the overall effect makes this the closest thing to a pinball table possible on a console. The graphics may seem somewhat bland, but that's only because the emphasis has been placed on the more important aspects of the game. The flippers respond perfectly and the array of extra features make this game something special. For a change from the standard NES fare, check this out.

PINOBOT

© 1988 RARE, LTD.
PREPARED BY RARE LTD.
NINTENDO GAME SYSTEM
LICENSED EXCLUSIVELY TO
BY NINTENDO GAME SYSTEM, INC.
© 1988 NINTENDO, INC.
PATENT PENDING.

BY: RARE
PRICE: £34.99

RELEASE DATE: JAN
GAME DIFFICULTY: MEDIUM
BALLS: 3
CONTINUES: 0
SKILL LEVELS: 1
FLIPPERS: SPANGY

1-4
PLAYERS



PRESENTATION 82%

A great opening screen with booming music. The score screens have a nice "spacey" effect.

GRAPHICS 85%

Although the screens may look dreary, the graphics suit the game and give a genuine pinball feel.

SOUND 89%

With an outer-space theme and robotic speech complementing the pinball sounds, this is an aural treat!

PLAYABILITY 94%

Superb ball movement, bonuses everywhere, and extra features on later levels make this play like a dream.

LASTABILITY 90%

It's no easy task to get through all the planets on the way to the sun, but it's certainly fun trying!

OVERALL 90%

To put it simply, Pinobot is the finest pinball game on any system! A must for fans of the silverball.

MEGADRIIVE REVIEW

Earth has been at war with the evil Barrax Empire for hundreds of years. Millions are dead, and not many people are very happy about it. Two such people are Commanders Berry D. Mayers and Lori Bergen. After a successful battle mission, they have been kidnapped by the Barrax Empire on the return journey to TerraNova - and it just so happens that they're being held hostage on the flag ship of the Barrax Empire's battle fleet.

Enter the player (and his friend, if he's got one). They've risen to the challenge of busting out Bergen and Mayers and travel along the vertically scrolling worlds of the Barrax Empire, destroying the enemy battle fleet in their search for the hostages.

There's a huge variety of enemy craft in the fleet, and arcade shoot 'em skills are tested to the max if you choose to take on the enormous fleets of lighters and even more enormous mid-level and end-of-level guardians!



BATTLE SQUADRON WEAPONRY

Various weapons, power-ups have been strategically placed along the path to the hostages. Simply blasting the carrier ship unleashes a coloured pod. The colour changes at regular intervals. Effectively, you choose your weapon by picking up the pod when it's at the colour you want.

Each fighter also comes with a supply of smart weaponry. When fired, a huge amount of fiery bombs travel around the screen, destroying everything in its path! Additional ammo for this weapon is occasionally supplied.



RED: Equips the ship with a spray weapon. Deadly red photon issue out in a cone form in front of the ship. Powers-up into a more rapidly firing weapon encompassing a larger area.



BLUE: Forward and rear laser bolts are attached to your craft if you collect a blue-coloured pod. Repeated power-ups produce more bolts which fire quicker.



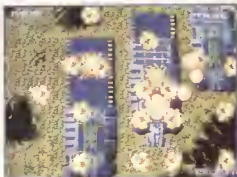


COMMENT



MATT

Although Battle Squadron has the option for simultaneously two-player blasting and a full screen to its credit, there's a couple of major let-downs that stop it from being a terrific game. First of all, the extra weaponry is dull and uninteresting compared to the likes of Truxton. Your joypad is also likely to wear out because a rapid fire option hasn't been included. The sound is a bit disappointing. Apparently, Rob Hubbard was contractually bound to copy the Amiga version's tunes and they're not really suited to the game at all - this strikes me as a real waste of the Hubbard's talent. Battle Squadron is still a very addictive game with excellent graphics. I just think that the potential of the game has been fully realised. Try out Hellfire for the ultimate Megadrive blast.



▲ Mega-annihilation accompanies the smart weapon.



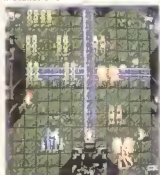
▲ Strafing the Berrax defence installations.



▲ Two player action as the Berrax Empire sees destruction.

A LOAD OF BARRAX

The Berrax Empire has a huge amount of different craft in its attack ranks. In amongst the hordes of death-hungry aliens you'll even find invisible craft that try to ram your craft! Don't worry though, a shimmering field is visible and their cloaks faller when they're shot at. But the Empire has other surprises in store for you. In one round you must travel down an enemy trench - with a huge amount of guns occasionally popping out to take a pot shot at you! Battle Squadron also features some of the most diverse end-of-level guardians found in a Megadrive shoot 'em up!



▲ Two player laser death in Battle Squadron.



▲ Armed with the spray weapon, blue is a force to be reckoned with.



GREEN. Massive green front-line pod accompanies this pod. When it's powered-up it's the best full-frontal attack weapon.



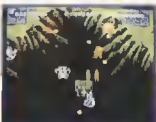
ORANGE: Another front-line pod, but also fires side laser bolts at the enemy when it's upgraded. Very versatile in the thick of battle.





DESTRUCTION DUET

Battle Squadron is unique amongst the mass of Megadrive shoot 'em ups by having an option that enables two players to take on the might of the Barrax Empire. Elements of competition are added as players chase the power-ups! But if the game seems just too difficult in one-player, the front-end of the game includes an option to reduce the amount of enemy bullets, give more lives, more credits or even reduce the enemy bullets' speed!



▼ Dangerous terrain threatens our heroes...



COMMENT



JULIAN

Sporting some stunning graphics, this is one of the most attractive Megadrive blasters around - the backdrops and sprites are excellent. It's not just a pretty face, either - it's tough too, especially when you play it on the single-player option. The odds are really stacked against you, with a huge amount of enemy craft all with their sights locked onto your ship - if you don't grab some power-ups quick (and hold on to them) you don't stand much of a chance. Personally I love this sort of situation, but there are some people in the office who found the high difficulty level really outputting. Check it out if you're a hardened blasting fan.

BATTLE SQUADRON

SHOOT 'EM UP

1 PLAYER
2 PLAYERS
OPTION

BY: TRONIC ARTS
PRICE: £39.99

RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 1-5
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1-2
PLAYERS



PRESENTATION 91%

The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%

A nice variety in all the backdrops and sprites.

SOUND 72%

Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%

Plenty of really decent shoot 'em up thrills on offer - a shame about the extra weapons though.

LASTABILITY 81%

The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%

A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasters / freaks.

PRESTON GAMES

13 LOWTHIAN STREET, PRESTON, LANCs PR1 2EP
TEL: (0772) 54857

SHOP HOURS 9.30-5.00PM MON-SAT
MAIL ORDER 9.00-8.00PM MON-FRI 9.00-5.00PM SAT

ENGLISH/JAPANESE MEGADRIE £149.95

GAMEBOY EXCHANGE SERVICE

eg. TO SWAP SOLAR STRIKER FOR TENNIS £5

NEO-GEO EXCHANGE SERVICE

eg. TO SWAP MAGICIAN LORD FOR NAM 1975 £30

NINTENDO EXCHANGE SERVICE

eg. TO SWAP BATMAN FOR TOP GUN £5

SEGA MEGADRIE

RING OUR HOTLINE ON (0772) 54857 FOR DETAILS

eg. TO SWAP BATMAN FOR THUNDERFORCE III COSTS £6

TO SWAP CYBERBALL FOR STRIDER COSTS £6

TO SWAP PHELIOS FOR MOONWALKER COSTS £6

TO SWAP GOLDEN AXE FOR HELLFIRE COSTS £7

SEGA MASTER SYSTEM

RING OUR HOTLINE ON (0772) 54857 FOR DETAILS

eg. TO SWAP PSYCHO FOX FOR PHANTASY STAR COSTS £7

TO SWAP ROCKY FOR WONDERBOY III COSTS £5

TO SWAP OUTRUN FOR PRO-WRESTLING COSTS £3

NEC PC ENGINE SYSTEM

RING OUR HOTLINE ON (0772) 54857 FOR DETAILS

eg. TO SWAP R-TYPE FOR SPLATTER HOUSE COSTS £6

TO SWAP SHINOBI FOR BATMAN COSTS £6

TO SWAP KLAX FOR DIE HARD COSTS £6

NEW MEGADRIE CARTRIDGES

NEW STOCK INCLUDES: ATOMIC ROBO KID

SHADOW DANCER, RINGSIDE ANGELS, HARD DRIVEN

RING OUR HOTLINE ON (0772) 54857

FOR DETAILS AND LISTS.

RING FIRST BEFORE SENDING ANY CARTRIDGES.

SUPERGRAPHIC VIDEO GAMES

27 Mansfield Road, Nottingham, England NG1 3FG

Telephone: 0602 484988 Fax: 0602 410451

THINK AGAIN! NOT

ALL SEGA MEGADRIES
ARE THE SAME!
OUR MACHINE WILL TAKE
ENGLISH, JAPANESE AND
AMERICAN CARTRIDGES
AND GIVE ENGLISH TEXT
ON JAPANESE GAMES

★ WE HAVE ALL THE ★
★ LATEST RELEASES ★

TRADE AND EXPORT
ORDERS WELCOME

DELTA COMPUTERS JANUARY SALES

PACK ONE SEGA MEGADRIE

16-BIT CONSOLE

PSU

JOYPAD

ALTERED BEAST

£149.00 INC VAT

LIMITED STOCKS

PACK TWO SEGA MEGADRIE

16-BIT CONSOLE

PSU

JOYPAD

ALTERED BEAST

PRO ONE JOYSTICK

£169.00 INC VAT

LIMITED STOCKS

PACK THREE SEGA GAME GEAR

COLOUR HAND HELD

WITH THREE GAMES

CDLUMNS

PENGO

SUPER MONACO GP

£199.00 INC VAT

LIMITED STOCKS

PACK FOUR NINTENDO SUPER FAMICOM

NEW 16-BIT CONSOLE

PSU

JOYPAD

SUPER MARIO BROS.

£299.00 INC VAT

VERY LIMITED STOCKS

DELTA COMPUTERS

85 UNION STREET

OLDHAM

LANCS

061-626-3841

PLEASE ADD £5.00 FOR POSTAGE AND PACKING.

ALL MACHINES HAVE 12 MONTHS WARRANTY

MAIL ORDER ONLY ALL PRODUCTS ARE IMPORTED



SEGA ORIENTAL CONNECTION

★ The Ideal Christmas Gift ★

SEGA PAL/SCART MEGA DRIVE £160

Price includes Mam Console, Power Transformer,

Joypad and a game of your choice

NOTE OUR MEGADRIE RUNS JAPANESE/AMERICAN/BRITISH CARTRIDGES

SEGA JOYPADS	£15
SEGA ARCADE POWERSTICK	£42
SEGA STACK RACK	£7
SEGA POWERBASE CONVERTOR	£29
SEGA GAME DEAR	POA
NINTENDO SUPER FAMICOM	POA

SEGA MEGADRIE SOFTWARE

CASLE OF ILLUSION	£32	BURNING FORCE	£32
SHADOW DANCER	£32	JUNCTION	£31
GRANADA	£33	WONDERBOY III	POA
FLY SHARK	£32	RINGSIDE ANGEL	POA
STRIDER	£34	OTHER TITLES FROM	£20

PLEASE ADD £1.00 p+p FOR GAMES

AND £5.00 p+p FOR MACHINES

8 PENN ROAD, MANOR PARK, SLOUGH, BERKSHIRE

TEL: (0753) 31759 FAX: (0753) 31759



Life as a sneke used to be easy. It was simply a question of slithering around, pouncing on small, furry mammals, and shedding skin once in a while. But our two heroes, «Rattle and Roll», live in a bizarre world composed of checkerboard platforms, seas, waterfalls and (oddly enough) manhole covers. Their object is to escape from each level by using enough Nibbly Pibblys, little round creatures that infest the landscape - to make them heavy enough to ring a bell at the top of the weighing machine found on each level, and so open a door to the next stage.

Things are not as straightforward as they sound. Monsters try to kill the reptiles at every turn: if one of the snakes dawdles in the water too long, Jaws races to catch him and eat him, and on land Big Fool (who is, surprisingly, a big foot) attempts to squash him. And there's always the danger of plummeting off the edge of the screen while leaping from platform to platform!

The snakes gain length by flicking their tongues at Nibbly Pibblys, sucking them into their mouths, and spitting out the remains: Bonus items, such as Clockwork keys, are collected for extra speed and points to help make life easier...

SNAKE RATTLE 'N'



GETTING HISSED

Rattle and Roll collect various tokens in their travels that help them:



CLOCKWORK KEY: Increases the snake's speed.



DIAMOND: Gives temporary invincibility.



FORKED TONGUE: Adds length to the tongue.



BIG SNAKE HEAD: Gives up to 5000 points.

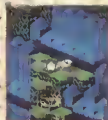


COMMENT

The Nintendo software collection keeps getting better and better, and the arrival of *Snake, Rattle 'n' Roll* proves the point. The surreal 3D landscape, with its multiple levels and menhole, provides fun in itself - and the gameplay is overflowing with quality. It's become a firm favourite here in the MEAN MACHINES office, even enticing Gary away from his loitering at Centropoint shelter.

MATT

The humour makes the game, as the beddies are all weird objects (the toilet seat is my favourite!). If fun and frolics are what you're after, this is definitely the thing for you - rush out and demand a copy now!



▲ The clock gives extra time - grab it!



ROLL

The land's made to be rolled perfectly, otherwise you'd be rolling the snake.

A Clockwork key is here, but how do you get it?

Oh, can you see my ball, Gary? A little bit.



SMALL SNAKE HEAD: Gives an extra life.



DIRECTIONAL ARROWS: Reverses the snake's movement temporarily.



CLOCK: Gives extra time in which to complete the level.

TWO-PLAYER LAFFS

Snake, Rattle 'n' Roll can be played either by one player, or two players simultaneously! The two-player mode is a load of laughs, with each snake racing to eat the Nibbly Pibblys first - the greedy beggars!



A fairly fitting
land of the Nibbly Pibbly.



COMMENT



JULIAN

What a game! Snake, Rattle 'n' Roll is one of the most original games seen in years, and simply oozes quality. The graphics are stunning, with beautifully drawn scrolling forced perspective 3D backdrops and some great sprites - the snakes themselves are utterly brilliant. But it's the playability that makes this one of the most compulsive Nintendo games around. The landscapes are fluidly designed to test your dexterity to the limit, and on later levels you're required to take some amazingly convoluted and precarious routes to the door! But even though it's tough, the game's sheer fun keeps you glued to the Nintendo for hours on end. The simultaneous two-player option is the icing on the cake! Snake, Rattle 'n' Roll is an incredible game and is a vital addition to your Nintendo software collection.

DOWN IN THE SEWER

Dotted around the landscapes are loads of manhole covers. Lift these up and something usually pops out from underneath - it might be a Nibbly Pibbly, a clock, an extra life, or your snake might even be dragged into the hole to tackle a bonus screen! But watch out, because sometimes there's a baddie lurking in there just waiting to get you...

**SNAKE
RATTLE 'N' ROLL**

**COPYRIGHT 1989
RARE LTD.**

**LICENSED TO
NINTENDO BY
RARE COIN-IT INC.**

BY: RARE

PRICE: £34.99

**RELEASE DATE: FEB
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GREAT**

**1-2
PLAYERS**



PRESENTATION 83%

The feel of the game maintains a surreal, jokey atmosphere from the beginning

GRAPHICS 93%

Touset seats, sewers, giant disembodied feet - a graphical heaven!

SOUND 88%

Funky get-down red-hot licks gyrate your hips and flange your zoot

PLAYABILITY 97%

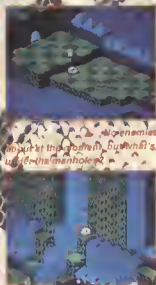
The movement of the snakes is fluid, the difficulty pitched just right, and the landscapes add challenge.

LASTABILITY 92%

It's easy to get the hang of, but tricky to master - you'll be playing it for ages

OVERALL 94%

A sinky, hissing reptile of a game, and fangs to Rare another great Nintendo cart!



Soft Centre



© 2004 Blackwell Publishing Ltd

ALYDREBEAST..... 172.00

[illegible]

Send to: PROTON SOFTWARE, ENTERPRISE HOUSE, BLACKHORSE ROAD
LINTASBARU, 46100 SGA, MAL. Tel: 04621 660077 Fax: 04621 571227

PRODUCT	COST	NAME _____
		ADDRESS _____

TOTAL		

ProCharge available to
PROTON SOFTWARE New releases
sent on day of release

DAI-ICHI COWABUNGA!!!!

Hey adults. Sick of the turtles? **FREE LUCKY DIP CHRISTMAS PRESENT WITH EVERY CHRISTMAS ORDER** (It could be a **MONEY OFF VOUCHER**, a **GAME!** Or even a **GAME GEAR** with **THREE GAMES!**)

DAI-ICHI XMAS FAYRE

SEGA MEGADRIVE (WITH HELLFIRE)	£155	PC ENGINE CD-ROM SYSTEM + CD GAME	£259.95
SEGA MEGADRIVE (WITH NO GAME)	£145	SEGA GAME GEAR (WITH SUPER MONOCO GP, COLUMNS)	£159.99
PC ENGINE (WITH MEGAWING, L.A. CHAOS, NEMO)	£179.00	NEO GEO (PAL/SCART) (WITH CONTROLLER)	£259.99

DYNAMITE DUKE	£29.99	TONGUE OF THE EATMAN	£29.99	MASTER OF WEAPON	Ring
AXIS EZ	£29.99				
BURNING FORCE	£29.99	POPULOUS	£31.00	MIDNIGHT RESISTANCE IS MEGA	Ring
UNIVERSAL SPACE ADVENTURE	£29.99	BUDOKAN	£31.00		
		ZANY GOLF	£31.00		
KING OF THE SWORD III	£29.99	GHOSTBUSTERS	£24.99	WONDERBERRY III (DEGIJANI)	£29.99

ET TRIPLE BATTLE	£29.99	DODGE BALL	£29.99	THE M.A. OF GENPEI	£29.99
SUPER FOOLISH MAN	£29.99	DROP ROCK ENERGY	£23.99	VJUGS	£29.99
BLOODIA	£23.99	KING OF THE SWORD II	£29.99	XEVIOUS SUPERSTAR	£29.99
ILLU BLINK	£26.99	PARANOCIA	£23.99	SOLDIER	£29.99
DARK LEGEND	£29.99				

TEENAGE MUTANT NINJA TURTLES
ALL AT £19.95
ALL NEO GEO TITLES NOW ONLY £145!!!

All prices include postage and packing
All machines carry a one year guarantee, and we now offer
three and five year warranties on any of our consoles
—call for a price!!

061-236 9297

Dai-Ichi Consoles, J-MEX House, 40 Princess Street, Manchester M1 6DE.

☆ NINTENDO ☆ MEGAORIVE ☆ SEGA MASTER SYSTEM ☆

Exchange Your Used Cartridges With Other Console Owners Through Our National Database System And Pay Only When A Satisfactory Exchange Is Found.

Just tell us the game(s) you wish to trade plus the game(s) you would like in return and we will match you with another suitable user and conduct the whole of the exchange process for each of you.

All Games Tested By Us Before Exchange

Fast And Reliable Service Guaranteed
1-800-875-2222 Ext. 141-152-214

ALL THIS FOR ONLY £4 PER SWAP!

For More Details Or To Register Games

Call Karl NOW On 0831 574834

ニュース

SHOCK

The Super Famicom is surely the most eagerly-awaited console of all time. After what seems like years of rumours and gossip, Nintendo have finally launched their machine. Julian Rignall takes a look at it and gets his flabber well and truly gasted.



The Super Famicom is fairly unassuming in its looks. Its tough, grey plastic case measures 200mm x 240mm x 60mm, and has a cartridge slot, a power switch, a cartridge eject button and a reset switch. But beneath that meek exterior lies a set of the most powerful chips ever seen in a home entertainment system. The CPU is a custom-made 16-bit processor, and there are a variety of custom chips which give stunning graphics - the maximum resolution is 2048x256 pixels and up to 256 colours can be displayed on-screen from a palette of 32,768 colours!

Other hardware features include four independent playfields (which means up to four levels of parallax scrolling in hardware), a polygon chip (for producing filled-3D graphics similar to arcade machines like Hard Drivin'), and a huge amount of hardware sprites, with sizing, scaling and flipping taken care of by the machine.

The PCM/digital sound chip is controlled by another 16-bit processor, and the end result is absolutely stunning - rich stereo music and effects of the like never heard before on a console or computer. Just wait until you hear the honky-tonk piano music on the third screen of Super Mario IV - it's incredible!



F-ZERO

The only other game available at the moment is F-Zero, a hell-for-leather 3D road racing game, which places you at the controls of a nippy airskimmer. Audio-visually, there's nothing to touch this on any machine at the moment - the ultra-fast, ultra-smooth, ultra-colourful 3D graphics are nothing short of astonishing - and it's as playable as heck, too!



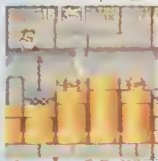


It's fitting that Mario, the most popular of all the Nintendo heroes, should star in the first Super Famicom game - and here he is in Super Mario Bros IV.

Featuring the traditional Super Mario platforms and ladders style of gameplay, it's the player's task to guide Mario across a vast array of horizontally scrolling landscapes in search of Princess Mushroom. It's packed with features, and Mario can fly, ride cute little dragons, fire missiles and swim.

The graphics are excellent, with an amazing amount of detail - each character is beautifully animated and some of the graphical effects are stunning. The sound is also knock-out, with fantastic tunes (the racing piano piece and the echoey cavern music are our favourites) and some incredible effects.

Given away free with the machine in Japan, Super Mario IV is a fantastic game, and gives us just a glimpse of the Super Famicom's incredible potential.



IN CONTROL

The Super Famicom control pads offer the most comprehensive array of buttons yet seen! On the left is the normal joydip directional controller, and on the right are four independent fire buttons. And there's more - on the rear left and right of the controller are two more long buttons which could be used as steering controls or two more fire buttons! The controllers are very comfortable to hold, and although four fire buttons sound like a bit too much, it doesn't take very long to get used to them.



F-ZERO

エフゼロ



SAFES

WHERE, WHEN

In Japan the Super Famicom sells at the equivalent of just over £90.00 (with a free copy of Super Mario Bros IV). Early imported versions of the machine sold for between £300.00 and £400.00 due to massive shortages of the machine in Japan, but as supply meets demand during this month, it's expected that the machine will drop to around £200.00 - shop around for the best prices.

Nintendo have yet to set an official Super Famicom release date for the UK, but it's expected to hit the US just before Christmas this year, and will more than likely be released in Europe during 1992.

FINAL FIGHT: Another pixel-perfect arcade conversion, this time of the brilliant Capcom beat 'em up.



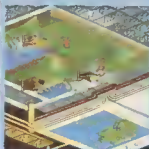
OTHER GAMES COMING SOON

All over the world, software houses are telling over themselves to get hold of Super Famicom development kits, and amongst some of the many games coming out very soon are...

SUPER GHOULS 'N' GHOSTS: A rezzed-up version of the Capcom coin-op which sports some incredible graphics and amazing sound.

R-TYPE II: The amazingly popular horizontally scrolling shoot 'em up which features superb graphics.

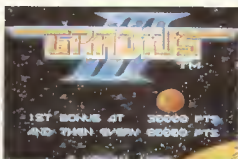
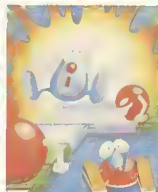
POPULOUS: All the features of the original, but with improved graphics and sound and six new landscapes.



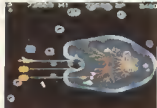
BOMBUZAL: A conversion of Mirrosoft's fairly addictive puzzle game.



SIM CITY: The city simulation where you can build your very own conurbation and run it. And destroy it if you're feeling evil.



GRADIUS III: Another horizontally scrolling shoot 'em up which is better known in the UK as Vulcan Venture. The Super Famicom version's got extra levels and looks identical to the coin-op.



THE VERDICT

What can I say? The Super Famicom is the bees' knees. It's mega. Bigger. Wizard. Captain. Fab. Brill. Amazing. Fantastic... I'm sure you get the idea.

It outperforms every console and home computer currently available, and is built with expansion in mind - rumour has it that a CD-ROM, keyboard, disk drive and modem are all currently in development.

The two games we've seen are amazing, but according to many Super Famicom programming sources, they apparently show just a little of the machine's potential. The Super Famicom is definitely the greatest games machine yet seen, and is our tip to become the games machine of the early 1990s.

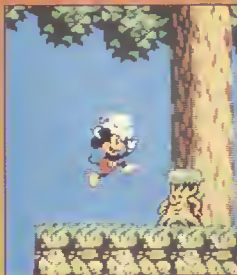




Nearly everyone is happy in Vera City, especially Mickey and Minnie Mouse. The problem is, one person is incredibly jealous of Minnie's beauty and popularity. Mizabel, the evil witch, was having a particularly bad day, and so decided to kidnap Minnie, using her evil magic to spirit her away to the Castle of Illusion. That's where she is now, and Mickey wants you to help him rescue her!

That's where the problems really start. When Mickey arrives at the Castle of Illusion, he finds out that to stand any chance of doing away with the evil Mizabel, he has to infiltrate seven huge platform-infested scrolling levels. At the end of each is a Master of Illusion. Each guards a rainbow jewel, and when Mickey has them all, he can use the power to overthrow Mizabel in a final, epic confrontation!

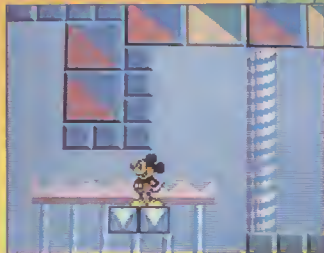
MICKEY MOUSE



▲ If you are a few steps...



▲ Bottom bouncing japes abound in Mickey Mouse!





▲ Mickey swims in ice-cream level!



COMMENT

Crikey! Sega have done Mickey Mouse proud with this absolutely superb platform game! Perhaps the reason behind its success is the fact that they "borrowed" elements from both the Nintendo Mario and Mega Man series. Some of the platform puzzles I recognised as coming straight out of Mega Man 2! That's no bad thing though, because Mickey Mouse is just as good to play that you'll be



MATT

beavering away on your Sega for months. The graphics are brilliant - each of the seven worlds has its own theme, my love has to be the ice-cream level (you can even swim in the ice-cream!). For graphical variety, addictive nature and brilliance of gameplay, Mickey Mouse is the best Sega release for a long while. Buy it now!



▲ Pursued by the doughnuts of doom!



ILLUSION CONFUSION

On the way to rescuing Minnie, there's plenty of devious platform traps that await the plucky animated hero. There's the usual enattering of platforms that drop from under your feet, conveyor belts and lifts. But on later levels, the game is so keen to make you goof (no pun intended) that some platforms don't actually exist - and jumping onto them just sends Mickey falling down to his doom! As with a lot of games of this type, there's plenty of hidden bonuses to be discovered. Hidden treasure chests abound, and to make them appear, Mickey must use his amazing bouncing bottom trick! On a couple of levels the platform gameplay is forsaken as Mickey has the power to swim

TAKING THE MICKEY

Taking control of the Disney legend couldn't be simpler! The Sega joypad enables Mickey to run around, duck and jump with the best of 'em, but when it comes to blating the enemy sprites, Mickey is spoiled for choice. He can pick up various objects doled out around the backgrounds and chuck them at the meanies, but the expert mouse uses his bottom to squash anything in his path! Whilst jumping, Mickey can change his gigantic leap into a mega-destructive bottom bomb which not only squashes any enemy sprites but also sends him up into the air again! This is especially useful if you have to reach a ledge that's seemingly too high.



▲ Meet the first end-of-level guardian!



▲ Barrels of fun with Mickey!



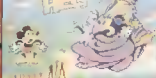
▲ Collect the cake for extra energy!





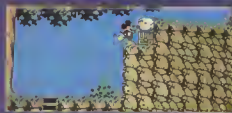
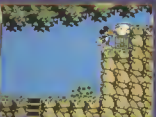
SEGA

REVIEW



CHEESY COMESTIBLES

There's a few helpful items dotted around the levels that actually aid Mickey in his quest. Most treasure chests yield pieces of yummy cake - and they come in two varieties. They either give Mickey back one star of energy, or if he's really lucky, the whole lot! Carefully hidden are flashing stars. These actually enable Mickey to pick up more energy - thus extending his life expectancy. Occasionally, mouse ears are located. These give extra lives!



▲ Mickey continues his platform voyage in Ice-Cream land.

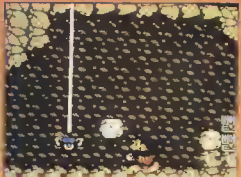
COMMENT



He might be 50 years old, but Mickey Mouse is one of the most athletic heroes seen in a video game! There are loads of hazards to overcome, and you need to

JULIAN

call on all your platform skills to guide Mickey past the tricky obstacle and traps evil witch Mizrabal has laid! To go along with the tough and challenging gameplay are some absolutely stunning graphics! The Mickey Mouse sprites is beautifully animated and looks just like he's been lifted straight out of a cartoon - wait until you see some of the expressions he pulls, and just watch him flail his arms when he teeters on the edge of a precipice! Not only are the sprites excellent, the backgrounds are also superb, with bright and colourful cartoon-style landscapes. Mickey Mouse is the best Sega game seen in a long time - make it a priority purchase.



CASTLE OF ILLUSION

PRESS START
BUTTONStarring
MICKEY MOUSE

BY: SEGA

PRICE: £29.99

RELEASE DATE: FEB

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES:

SKILL LEVELS: 1

RESPONSIVENESS: SPIFFING



PRESENTATION 90%

Disney-esque intro screens end a nice cartoon-like feel in the game itself.

GRAPHICS 94%

Mickey is a treat to watch, and he's accompanied by brilliant enemy sprites and backdrops.

SOUND 87%

Cutesy tinkling tunes that the Sega does so well!

PLAYABILITY 95%

Mega-addictive platform gameplay makes Mickey Mouse a real winner!

LASTABILITY 92%

Loads of level to conquer - and plenty of secret rooms and bonuses.

OVERALL 93%

One of the greatest Sega releases we've seen for a long while. Go get it as soon as possible!

We've got five prizes of £200.00 worth of console software on offer in this mega competition. It's a bit of a strange one - we want you to tick the relevant boxes below (make sure you read the questions before answering). Why? So we can look at all the views and suggestions you put below, and make MEAN MACHINES even better, of course!

When you've finished ticking the relevant boxes, we want you to carefully remove this page from the magazine, pop it into an envelope and send it off to: MEAN MACHINES QUESTIONNAIRE, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is Feb 16th. After that day we'll be looking at all the questionnaires - and the first five pulled out of the sack will win their senders the prizes!

NAME.....

ADDRESS.....

AGE.....

SEX

- ☐ MALE
☐ FEMALE

WHAT MACHINE(S) DO YOU OWN?

- ☐ AMIGA
☐ AMSTRAD
☐ ATARI ST
☐ C64
☐ GX4000
☐ GAMEBOY
☐ GAME GEAR
☐ LYNX
☐ MEGADRIVE
☐ NINTENDO
☐ PC COMPATIBLE
☐ PC ENGINE
☐ SEGA
☐ SPECTRUM
☐ SUPER FAMICOM

WHAT MACHINE (IF ANY) ARE YOU INTENDING TO BUY IN THE NEXT SIX MONTHS?

- ☐ AMIGA
☐ AMSTRAD
☐ ATARI ST
☐ C64
☐ GX4000
☐ GAMEBOY
☐ GAME GEAR
☐ LYNX
☐ MEGADRIVE
☐ NINTENDO
☐ PC COMPATIBLE
☐ PC ENGINE
☐ SEGA

- ☐ SPECTRUM
☐ SUPER FAMICOM

HOW MUCH DO YOU SPEND ON COMPUTER GAMES PER MONTH?

- ☐ LESS THAN £10
☐ £10-£15
☐ £15-£25
☐ £25-£30
☐ £35-£40
☐ £45-£50
☐ £50+

HOW MANY GAMES DO YOU BUY PER MONTH?

- ☐ 1
☐ 2
☐ 3
☐ 4
☐ 5+

THE MAGAZINE

WHICH ISSUES OF MEAN MACHINES HAVE YOU BOUGHT?

- ☐ 1
☐ 2
☐ 3
☐ 4

HOW MANY PEOPLE READ YOUR COPY OF MEAN MACHINES?

PLEASE MARK THE FOLLOWING MAGAZINE SECTIONS OUT OF 10 (1=VERY BAD 10=BRILLIANT)

- ☐ COVERS
☐ CONTENTS
☐ EDITORIAL
☐ NEWS
☐ NEWS FROM AMERICA
☐ NEWS FROM JAPAN
☐ YOB'S MAILBAG
☐ JAZZA'S O+A
☐ TIPS
☐ HELPLINE
☐ CHARTS

- ☐ NEXT MONTH
☐ YOB'S GOSSIP
☐ HOTLINES
☐ COMPETITIONS
☐ REVIEWS
☐ PREVIEWS

IS THE TEXT IN THE REVIEW

- ☐ TOO LONG
☐ TOO SHORT
☐ JUST RIGHT

WHEN MEAN MACHINES REVIEWS A GAME, ARE THE RATINGS USUALLY

- ☐ TOO HIGH
☐ TOO LOW
☐ JUST RIGHT

ARE THE SCREEN SHOTS

- ☐ TOO FEW
☐ TOO MANY
☐ JUST RIGHT

IS THE RATING SYSTEM

- ☐ BRILLIANT
☐ REASONABLE
☐ POOR

ARE MEAN MACHINES COVERS

- ☐ GREAT
☐ ALRIGHT
☐ BAD

WOULD YOU LIKE TO SEE ANY OF THE FOLLOWING FEATURES IN MEAN MACHINES?

ARCAOE COLUMN

- ☐ YES
☐ NO

FEATURES ON PROGRAMMERS AND SOFTWARE HOUSES

- ☐ YES
☐ NO

WHAT OTHER MAGS DO YOU READ/BUY

- ☐ ACE
☐ AMIGA ACTION
☐ AMIGA COMPUTING
☐ AMIGA FORMAT
☐ ATARI ST USER
☐ CLUB NINTENDO
☐ CRASH
☐ CU AMIGA
☐ NEW COMPUTER EXPRESS
☐ POPULAR COMPUTING WEEKLY
☐ ST ACTION
☐ ST FORMAT
☐ RAZE
☐ YOUR SINCLAIR
☐ THE ONE
☐ SEGA POWER
☐ PC LEISURE
☐ COMPUTER AND VIDEO GAMES

IF YOU GET CLUB NINTENDO, WHAT DO YOU THINK OF IT?

- ☐ GREAT
☐ OK
☐ POOR

IF YOU GET CLUB NINTENDO, DO THE REVIEWS INFLUENCE YOU WHEN YOU BUY A GAME?

- ☐ ALL THE TIME
☐ SOMETIMES
☐ NEVER

DO MEAN MACHINES REVIEWS INFLUENCE YOU WHEN YOU BUY A GAME?

- ☐ ALL THE TIME
☐ SOMETIMES
☐ NEVER

THIS BIT IS FOR SEGA MASTER SYSTEM OWNERS ONLY - IF YOU OWN A NINTENDO OR MEGADRIE, DON'T ANSWER THE FOLLOWING THREE QUESTIONS

IS THE AMOUNT OF NINTENDO COVERAGE

- ☐ TOO MUCH
☐ TOO LITTLE
☐ JUST RIGHT

IS THE AMOUNT OF MEGADRIE COVERAGE

- ☐ TOO MUCH
☐ TOO LITTLE
☐ JUST RIGHT

WOULD YOU LIKE TO SEE SUPER FAMICOM REVIEWS?

- ☐ YES
☐ NO

THIS BIT IS FOR NINTENDO OWNERS ONLY - IF YOU OWN A MEGADRIE OR SEGA MASTER SYSTEM, DON'T ANSWER THE THREE QUESTIONS

IS THE AMOUNT OF SEGA MASTER SYSTEM COVERAGE

- ☐ TOO MUCH
☐ TOO LITTLE
☐ JUST RIGHT

IS THE AMOUNT OF MEGADRIE COVERAGE

- ☐ TOO MUCH
☐ TOO LITTLE
☐ JUST RIGHT

WOULD YOU LIKE TO SEE SUPER FAMICOM REVIEWS?

- ☐ YES
☐ NO

MORE PULL-OUT POSTERS

- ☐ YES
☐ NO

THIS BIT IS FOR MEGADRIE OWNERS ONLY - IF YOU OWN A NINTENDO OR SEGA MASTER SYSTEM, DON'T ANSWER THE FOLLOWING THREE QUESTIONS

IS THE AMOUNT OF NINTENDO COVERAGE

- ☐ TOO MUCH
☐ TOO LITTLE
☐ JUST RIGHT

IS THE AMOUNT OF SEGA MASTER SYSTEM COVERAGE

- ☐ TOO MUCH
☐ TOO LITTLE
☐ JUST RIGHT

WOULD YOU LIKE TO SEE SUPER FAMICOM REVIEWS?

- ☐ YES
☐ NO

DO YOU BUY COMPUTER AND VIDEO GAMES REGULARLY

- ☐ YES
☐ NO

IF YOU DO BUY COMPUTER AND VIDEO GAMES MAGAZINE, WHY DO YOU BUY IT? (TICK ONE OR MORE BOXES)

- ☐ IT COVERS EVERYTHING THAT'S NEW
☐ IT'S CHEAP
☐ IT TELLS ME EVERYTHING THAT'S NEW
☐ ITS CONSOLE COVERAGE IS GOOD
☐ IT TELLS ME ABOUT OTHER MACHINES THAT I'VE GOT
☐ IT'S FULL OF REVIEWS

SINCE YOU STARTED BUYING MEAN MACHINES HOW MANY ISSUES OF COMPUTER AND VIDEO GAMES MAGAZINE HAVE YOU BOUGHT

- ☐ 1
☐ 2
☐ 3
☐ 4

IS THIS MORE OR LESS THAN USUAL

- ☐ MORE
☐ LESS

IF YOU OWN A GAMEBOY AND EITHER A NINTENDO, SEGA MASTER SYSTEM OR MEGADRIE, ANSWER THE FOLLOWING QUESTION.

WOULD YOU LIKE MORE GAMEBOY COVERAGE, EVEN THOUGH IT MEANT LESS COVERAGE FOR YOUR MACHINE?

- ☐ YES, A LOT MORE
☐ A LITTLE BIT MORE
☐ IT'S JUST RIGHT AS IT IS

IF I WIN I WOULD LIKE THE FOLLOWING GAMES

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150

151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200

201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250

THE INCREDIBLE CONSOLE GIVE-AWAY!

COMP

WIN!



A FABULOUS SUPER FAMICOM
THREE MEGADRIVES AND COPIES
OF MIDNIGHT RESISTANCE
100 TURTLES SEW-ON PATCHES

TEENAGE MUTANT NINJA
TURTLES

Every issue, MEAN MACHINES proves it's the best magazine around with its in-depth reviews, previews, and inside news. Now MEAN MACHINES truly blows away the rivals with the best competition in the history of consoles. Thanks to those wonderful people at Dai Ichi Consoles, you can win the latest and greatest games machine - the SUPER FAMICOM! There's no doubt that this is the best console ever, with graphics and sound of awesome quality - and games worthy of the system, like Super Mario Bros IV and F Zero.

But that's not all! Three runners-up will get a Megadrive and a copy of Midnight Resistance - hardly a booby prize. And there's still more: six third-prize winners will receive a copy of Midnight Resistance, and a hundred (count 'em) fourth prizes of Turtle sew-on patches are up for grabs for the lucky entrants. There's no way you can afford to miss out on this amazing comp - enter now!

THE QUESTIONS:

1. What's the name of the company that makes the Super Famicom?
2. What lovable plumber stars in the free game with the Super Famicom?
3. Is Midnight Resistance:
 - a) A role-playing game;
 - b) A Peruvian nose-hair remover;
 - c) An arcade conversion?

Answers on an envelope or the back of a sealed-down letter to: WOW! FABULOUS FRUITY FAMICOM FOR ME COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Please have your entries arrive no later than February 1st 1991. One entry per household only - so no multiple postcards unless you want to be nautared!



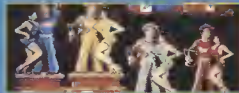


Fancy yourself as a bit of boy racer then, ah? Well, this new NES cartridge enables you to test your mettle on eight of the most gruelling off-road circuits in existence against the greatest racers of this age. Make sure you pack your safety helmet though, because when you take the wheel of a powerful 4x4 truck, it's danger and excitement from the outset!

Like all the drivers who casually risk life and limb on the Off-Road circuit, there is only one goal. Winning races is the name of the game, and the resulting flow of prize money can be used to customise your motor at the Speed Shop.

But remember, you're up against the pros in this game, including the legendary Ivan 'Ironman' Stewart himself, and as the season progresses the opposition continually soup-up their motors with their prize money. Equipment is no match for skill, though and on the Off-Road circuit, drivers are faced with unforgiving hazards like deep mudholes, steep hills and massive jumps.

But your truck has one subtle advantage over the non-human participants in the Off-Road championship - nitro power! One press of your joystick's B button gives your truck a huge nitro boost that catapults it down the track, but nitros are in pretty short supply.



serious case of cloning in Super Off-Road

SATELLITE LAUNCH

For four-player thrills and excitement, you can't go far wrong with the Nintendo Satellite. This little device enables NES owners to link four joypads into their Nintendo for use on games just like Super Off-Road Racer. Gameboy owners fed up with boring old two-player games can also buy a Satellite to connect up four machines. However, the slight downer is that for the moment, both Satellites are only available in Japan and America - a UK launch is expected later this year.

COMMENT



MATT

It really annoys me that Super Sprint never came out on the NES, but the release of Super Off-Road more than makes up for it! The graphics capture the coin-op atmosphere perfectly with the minimum of flicker, and the gameplay's pretty decent as well, particularly in two-player mode. Super Off-Road is a tad on the slow side though, and the nitros aren't quite as effective as they should be. Still, not to worry though, because Super Off-Road is still a fine racer. RC Pro Am still ranks as the definitive NES racer, though.

OFF ROAD



SPEED SHOP CUSTOMISATION

Take your prize winnings (and your truck) to the Speed Shop and burn your money away jazzing up your motor. Extra nitros can be purchased, along with new engines to improve performance and acceleration. New tires are just the ticket for improving your road handling, and shocks help you to recover from particularly nasty jumps 'n' bumps.

ever a conglomeration at The Sideshow





COMMENT



JULIAN

This multi-player coin-op was a pretty good laugh in the arcades, and I'm pleased to see that all the thrills and spills of the original have been captured in this excellent conversion. As a one-player game it's challenging and addictive - especially later on when those computer drivers start getting mean! Super Off-Road really comes into its own, though, when two players (or even four players if you manage to get hold of a satellite controller when it's available later on this year) simultaneously participate - many laughs (and more than a few punch-ups) are guaranteed! Check it out if you're after an original race game with plenty of built-in addiction - and put it right at the top of your shopping list if you get a satellite controller!

OFF-ROAD COIN-OP CONS

Leland's "Ironman" Super Off-Road Racer caused quite a stir on the arcade scene when it was first released, adding elements of forced perspective 3D to the faded Super Sprint format. But here's a few things you may not know about this fabulous coin-op. For a start, it cheats! If you're doing too well for your own good, the computer racers automatically increase their performance to make the game a tad more challenging. Also, if you've got a high score and you enter exactly the same personal details before you start racing, the coin-op remembers your performance and changes the difficulty level accordingly. Pretty dirty, huh?

OFF-ROAD TRACK TRICKS

Eight Off-Road tracks have been crammed into this NES cart, and all carry very strange names, from The Sidewinder through The Fandango to The Big Dukes. But eight tracks doesn't only mean eight races, as you have to complete each track in the opposite direction too! Also, to add to the confusion some of the later tracks only appear after you've completed some of the earlier levels again.



BY: NINTENDO
PRICE: £34.99

RELEASE DATE: FEB
GAME DIFFICULTY: EASY/MED
LIVES: 1
CONTINUES: 5
SKILL LEVELS: 1
RESPONSIVENESS: FINE



PRESENTATION 90%

Lots of attractive presentation on screen to wade through, and the whole game oozes quality

GRAPHICS 83%

As close to the arcade as you can imagine, with great tracks and fluid animation on the tracks

SOUND 85%

A great variety of tunes and spot effects

PLAYABILITY 85%

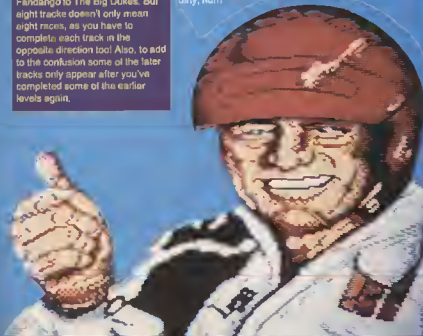
A bit on the slow side, but Super Off-Road is unsurpassed with two (or more) players!

LASTABILITY 84%

Eight tracks doesn't sound like much, but there's plenty of different races and the multi-player game to sustain interest

OVERALL 84%

If you're a Nintendo owner on the lookout for a multi-player Super Sprint-type game - this is the one!





パイプドリーム

Yes, another game that casts you as a plumber - but this time there aren't any mushrooms in sight! The idea is to lay down sections of pipe and guide the flow of a repulsive substance called Flooz. On the left of the screen is the plumber's bag which shows the next five pipe segments as they will appear. The most points are gained by making loops - the more complicated the better! Later levels include dead squares, vats, and fish, with the Flooz increasing speed all the time. A password system enables the player to reenter the game at more advanced stages.

PRESENTATION	83%
GRAPHICS	81%
SOUND	78%
PLAYABILITY	92%
LASTABILITY	85%
OVERALL	87%

MATT: Pipe Dream is a very successful conversion of the coin-op, oozing (ho ho) addictiveness and playability. It's very easy at first, becoming progressively more difficult as it continues. The trick is to rack up high scores through making involved loops and bends, so the game can be played in all sorts of ways. An excellent product.

JAZ: Pipe Dream is a superb Gemsbox title that'll have you tearing your hair out with frustration! It's incredibly addictive and is an ideal way to make those train or bus journeys whizz past. Check it out as soon as possible.



GAMING ROUND



The world-famous web-slinger is back in town - and angry. His wife, Mary Jane, has been kidnapped by some heavies, and he's got to rescue her! This means battling through hordes of bad guys to the head honcho of each level. Mysterio, the Green Goblin, and the Scorpion are among these.

The stages vary in their layout; the first is a horizontally-scrolling fight through an alleyway, the second a vertical trip up the side of a building. Spidey can jump, punch, kick, crouch, and swing from webs, as well as spin them to keep the enemy at a distance.

Filled with an amazing number of TM's, the manual is informative and helpfully presented. Do you fancy yourself as a wall crawler?

PRESENTATION	92%
GRAPHICS	87%
SOUND	82%
PLAYABILITY	84%
LASTABILITY	81%
OVERALL	85%

MATT: This game impresses from the start with its incredible intro graphics. Luckily the rest of the game maintains these high standards. It's definitely a worthwhile purchase, with the different playing styles and clever intermission sequences. Great stuff!

JAZ: This had me climbing the walls (creep joke of the month!) Spider-Man is a challenging and enjoyable game with some excellent graphics, especially between screens. There's plenty of variety, and the game should appeal to bast 'em up and platform fanatics alike.



BOY ID-UP

PAC-MAN

Everybody in the Western world knows who PacMan is - that yellow blob who's only purpose in life is to eat smaller blobs and avoid ghosts. A huge hit in the arcades about a thousand years ago, its addictiveness and cuteness have assured it a place in modern folklore.

The Gameboy version is a faithful replica of the coin-op, with one major difference (apart from the lack of colour) - the play area can be shown in two different ways: either as a full-screen mode, with small sprites, or in a magnified mode that only displays a section of the play area, but in much clearer detail. Starting with three lives, PacMan clears each screen of the small dots to progress to the next - large blobs make PacMan invulnerable for a short while, so it's the best time to munch dots and ghosts.

PRESENTATION	73%
GRAPHICS	79%
SOUND	84%
PLAYABILITY	82%
LASTABILITY	78%
OVERALL	80%

MATT: I don't think this game really cuts the mustard any more; it's certainly a classic, but the gameplay never varies and the graphics, while accurate, don't stretch the capabilities of the Gameboy at all. The choice of screen means that either the sprites are too tiny, or that you can't see the whole area! Still, if you were a fan of the coin-op, it's worth a look.

JAZ: PacMan's simple gameplay makes it an ideal arcade conversion for the Gameboy. The two screen modes is an excellent idea, and since this version packs all the features of the coin-op (including the intermission screens), PacMan fans are bound to go nuts over it.



Also known as *Wizards and Warriors*, FOF follows the story of Kuro, an iron sword-wielding warrior determined to destroy the Wizard Malkil and rescue the Princess Elaine from the fortress of the title.

Set over four levels, FOF is a horizontally-scrolling platform arcade adventure (phew!), with Kuro defeating foes, collecting keys and gems, and leaping from platform to platform. The keys open chests which reveal spells; these have effects such as healing, protection, and invincibility. Other items include Boots of jumping - for getting to those out-of-the-way places - food and drink for restoring health - and extra lives for extra lives!

PRESENTATION	84%
GRAPHICS	80%
SOUND	75%
PLAYABILITY	82%
LASTABILITY	74%
OVERALL	80%

MATT: This is something of a disappointment, simply because the excellent graphics are ruined by the bed blurring caused by the scrolling. It'd a shame, as otherwise FOF is of a high quality, combining strategy with arcade action. I'd say it's worth checking out if you like this sort of game, but bear in mind the blurring.

JAZ: It's a shame that this features such blurry scrolling, because otherwise it's a great game. The difficulty level is nicely pitched and there's plenty of challenge - give it a go.

THE

AN **Images**

PUBLICATION

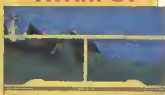
JANUARY 1991
ISSUE 28**£2.50**
DM 12.00

One

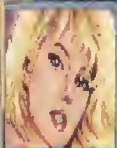
**MAGAZINE
OF THE YEAR!****WARNING!**
THESE CREATURES ARE
DANGEROUS!**Lemmings:**
Dangerously
Addictive**FOR AMIGA, ATARI ST AND PC GAMES**

DYNAMIC DUO!

On This Special Preview Disk...

AMIGA**ATARI ST****Rick Dangerous II:**
Exclusive New Level!**Midwinter II:**
Interactive Preview!**OUT
NOW**

DOUBLE DARE!

Dragon's Lair II: Time Warp**FREE
INSIDE!**
EXCLUSIVE**F**
R
C**GAME FOR A LAUGH!**We Have It Out (Blok) With The Vix Team
and Get Stuck In (F) With To Mega a Game**Judge Oredd** Meet The
Man Behind The Helmet .**Megalomania** A Sensible
Solution To Evolution..**Cruise For A Corpse.**
We Tell You Whodunnit.**Turrican II** Blows
Us Away.**READ THE DIFFERENCE!**

0898

299 390

TONY TANKUSHI

CONSOLE LINE

THE HOTTEST

games tips news gossip

NEW MESSAGES EVERY WEEK

Proprietor B. Veriss, P.O. Box 71, Hinton, Warwick, CV35 9XA.

Calls charged at 33p per min. cheap rate and 44p per min at all other times. (Ask whoever pays phone bill)

CONSOLE SUPPLIES

TEL: 081 597 0500

FAX: 081 598 1791



ORDER YOUR FAMICOM NOW

MEGADRIVE PAL + GAME 155 00
MEGADRIVE SCART + GAME 155 00
WORLD CUP SOCCER 31 90
CYBERBALL 31 90
RASTAN SAGA II 31 90
TATSUJIN 31 90
LAST BATTLE 31 90
FORGOTTEN WORLDS 31 90
SHITENMYOCH 31 90
SUPER HANG ON 31 90
SUPER SHINOBI 31 90
GHOSTBUSTERS 32 90
BATMAN 32 90
INSECTOR X 32 90
AKES FZ 32 90
ESWAT 32 90
POPULUS 32 90
THUNDERFORCE III 32 90
HELLFIRE 32 90
ATOMIC ROBO KID 32 90
BUDDOKAN 33 90
DYNAMITE DUKE 33 90
ARROW FLASH 33 90
SUPER MONACO GP 33 90
RINGSIDE ANGELS 33 90
RAINBOW ISLAND EXTRA 33 90
XDR 33 90
SHADOW BLASTERS 33 90
GAIN GROUND 33 90
STRIDER 33 90
MICKEY MOUSE 33 90
SHADOW DANCER 33 90
GRANADA X 33 90
WONDERBOY III 33 90
HARD DRIVIN 33 90

NEO-CEO + JOYSTICK 255 00
MAGICIAN LORD 185 00
NAM 1975 185 00
BASEBALL STARS 185 00

NINTENDO GAMEBOY 69 05
TETRIS 22 90
CASTLEVANIA 23 90
NEMESIS 23 90
BASEBALL 23 90
TEENAGE MUTANT NINJA TURTLES 23 90
BATMAN 23 90
SUPER MARIO LAND 23 90
BUGS BUNNY 23 90
SKATE OR DIE 23 90
FINAL FANTASY 25 90
WWF WRESTLING 25 90
SPIDERMAN 25 90
PAPERBOY 25 90
DOUBLE DRAGON 25 90
ROKING 25 90
NFL FOOTBALL 25 90
SOCCER BOY 25 90
LAST BATTLE 25 90
BATTLE PING PONG 25 90
BOMBER BOY 25 90
GHOULS AND GHOSTS 25 90
BASEBALL KIDS 25 90
FUNNY FIELD 25 90
MOTOR CROSS MAHARS 25 90
SOLAR STRIKE 25 90
GATORS REVENGE 25 90
ALLEYWAY 25 90

PC ENGINE PAL + GAME 150 00
PC ENGINE SCART + GAME 150 00
VIGILANTE 22 90
FINAL LAP TWIN 25 90
PARANOIA 28 00
BLOODY WOLF 31 90
TIGER HELL 32 90
NEW ZEALAND STORY 32 90
SHINOBI 32 90
POWER DRIFT 32 90
BLUE BLINK 32 90
SIDE ARMS 32 90
TIGER ROAD 32 90
SPACE INVADERS 32 90
KLAX 32 90
AFTERBURNER 32 90
FORMATION SOCCER 32 90
LEGENDARY AXE II 32 90
RASTAN SAGA II 32 90
POWER LEAGUE III 32 90
SPLATTER HOUSE 32 90
LOAD RUNNER 32 90
DEVIL CRASH II 32 90
IMAGE FIGHT 32 90
NINJA SPIRITS 32 90
BEACH VOLLEYBALL 32 90
SUPER FOOTBALLMAN 32 90
FINAL BLASTER 32 90
SUPER STAR SOLDIER 32 90
DOWNLOAD 32 90
DONKODOKO 32 90
DIE HARD 32 90
GOMALA SPEED 32 90
XEVIOUS 32 90
RABID LEPIUS 32 90
BATMAN 32 90
CYBERCORE 32 90
GHASE HO 32 90
PC KID 32 90



ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW



ALL PRICES INCLUDE VAT + DELIVERY
13 SPENCER ROAD, ILFORD, ESSEX IG3 8PW
MAIL ORDER ONLY



NEW
PREVIEW

SEGA



A new role-playing arcade adventure appearing soon on the Sega is *Heroes of the Lance*, based on the massive-selling TSR role-playing board game series and featuring all the characters from the popular *Dragonlance* fantasy books.

The object is to guide a band of eight travellers around the landscape, solving puzzles and fighting the mythical beasts that get in your way.

Each character has a special ability, and as a whole the party is powerful - when they start getting killed off, however, the game becomes increasingly more difficult.

Heroes of the Lance proved to be a big success when it was launched by US Gold on computer formats, and this Sega version looks like it'll do just as well. The graphics are excellent, and there's enough depth in there to keep players happy for months. We'll be reviewing it as soon as it's ready - so if you're an arcade adventurer, keep your eyes peeled.

▼ Go on. It's a gribbly blue thing.



▼ Flint!!

HEROES
OF
THE
LANCE

THE CHARACTERS

Heroes of the Lance features eight different characters for you to control. There's Goldmoon, a chieftain's daughter blessed with special healing skills. Riverwind, an expert fighter who's Goldmoon's lover. Sturm, another fighter, Calamon a warrior, Tanis, leader of the band, Tasslehoff, a thief, and Flint, an axe-lobbing dwarf.



STURM:

The son of a Knight
of the Lance, Sturm
is a powerful fighter.
He is a knight of the
Lance, and he is a
knight of the Lance.
He is a knight of the
Lance, and he is a
knight of the Lance.

Press Button



GOLDMOON:

Goldmoon is a
chieftain's daughter
who is blessed with
special healing skills.
She is a powerful
fighter, and she is
a powerful fighter.

Press Button

Press Button

NEW
PREVIEW

SEGA



LEADER

Leaderboard, the classic computer golf game first saw the light of day way back in 1986. Three other versions of the game were released over the following years, and the last and arguably the best one, World Class Leaderboard, is to soon appear on the Sega.

One to four players can participate in an 18-hole round, and the object is simply to hole the ball within the least possible shots. The courses are fiendishly designed, with lakes, bunkers and torasts conspiring to make play as difficult as possible.

Featuring great graphics and some neat golfer animation, World Class Leaderboard is a fine golf simulation which is bound to appeal to fans of the sport.



▲ Our golfer likes a bit of rough.

▼ A firm grip is required here.



GAME GEAR TOO!

World Class Leaderboard is soon to appear on Sega's new portable machine, the Game Gear. First impressions reveal that it's a pixel-perfect copy of the Master System version, containing all its thrills and spills. Here's an exclusive early development shot for you to have a look at - it's looking good, isn't it?



BOARD



▲ Mini map



▲ A powerful stroke makes your gaffer shoot a huge distance.

▼ Don't whack the ball - a gentle stroke is much better.



BY: US GOLD

PRICE: TBA

RELEASE DATE: APRIL

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 4

RESPONSIVENESS: GREAT

1
PLAYERS

RAVEN GAMES LONDON

66 Durham Road, Bromley, Kent BR2 0SW

SEGA GAME GEAR

Sega Game Gear inc Game	£170.00
Columns	£27.95
Pengo	£27.95
Super Monaco GP	£27.95
Wonderboy	£27.95
GLoo	£27.95

SEGA MEGA DRIVE

Sega Megadrive (Int'l)	£155.00
Sega Megadrive (PAL) inc Game	£169.00
Sega Megadrive (SCART) inc Game	£169.00
Japanese/English Games Converter	£19.95
Arcade Power Stick	39.95

Sega Megadrive Games

Alien Breed	£29.95
Bombberman	£32.95
World Cup Soccer	£32.95
Rambo III	£29.95
Super Hang On	£32.95
Golden Axe	£34.95
New Zealand Story	£31.95
Afterburner II	£32.95
Ghostbusters	£32.95
Columns	£29.95
E. Sest	£34.95
Batman	£37.95
Super Monaco GP (USA Version)	£39.95
Moonwitch	£39.95
Space Invaders 90	£34.95
Hellfire	£34.95
Slinder	£39.95
Rainbow Islands	£37.95
Dynastix Duke	£34.95
Fire Shark	£34.95
Junjion	£34.95
Mickey Mouse	£34.95
Shadow Dancer	£34.95
Lakers Vs Celtics (Basketball)	£34.95
John Madden Football	£39.95
Hedgehog Angel (Wesling)	£34.95
Hard Drive	£34.95
Battle Squadron	£37.95
Magical Hat	£34.95
Atomic Robokid	£37.95
Wonderboy III	£34.95
Crashdown	£34.95
Chemistry Master	£37.95
Darius II	£34.95
Sword of Vermilion	£34.95

PRICE TBA
PRICE TBA



PC Engine Core Grafx (pal)	£155.00
PC Engine core grafx (pal) inc Game	£169.00
PC Engine (scart) inc game	£159.00
PC Engine Super Grafx (pal) inc Granzo	£285.00
PC Engine Super Grafx (scart) inc Battle Ace	£275.00
CD Rom - Interface	£299.00
Latest PC Engine Games	
Batman	£34.95
Aero Blasters	£34.95
Thunderblade	£34.95
Bombberman	£34.95
Valiant Soldier	£34.95
Burning Angels	£34.95
Champion Wrestler	£34.95
Akca in Wonderland	£34.95
Toy Shop Boys	£34.95
Out Run	£34.95
Da Sen Pa	£34.95
Avenger (CD Rom)	£36.95
Rainma Nounn diche	£34.95
Cyber Combat Police	£34.95
ST Oregon	£34.95



Neo-Geo Console Includes	
Mentory Card + Joystick (English Text Version)	£350.00
Latest Neo-Geo Games	
Super Luf	£185.00
Jay Jay Kid	£189.00
Boxing	£189.00

PC Engine Hand Held/Nintendo Famicom now in stock.

Ring for latest releases Gameboy/Lynx/PC Engine/Neo Geo/Nintendo/Sega/ SAE for full price list P&P Machines Megadrive ES/Engine E4/Lynx E4/Gameboy E2/Games E1 (except Neo-Geo E2 50)

Japanese magazines available

Tel: 081 464 2933

GAMEBOY

Gameboy + Tetris	£69.95
Gameboy Games	
Mickey Mouse	£25.95
Dacula	£25.95
Goli	£25.95
Boxing	£25.95
Soccer Boy	£25.95
Namaste	£25.95
Double Dragon	£25.95
Innagie Mutant Ninja Turtles	£25.95
Batman	£25.95
Dr Mario	£25.95
Patchman	£25.95
Roadster	£25.95
Ghostbusters II	£25.95
Radar Mission	£25.95
Ninja Adventure	£25.95
Spakeman	£25.95
Paperboy	£25.95
Fro Wrestling	£25.95
F1 Race	£25.95
Rubocop	£25.95
Bubble Bobble	£25.95
Ninja Boy	£25.95
Atari Lynx inc California Games,	
2 player 1 and Power Adapter	£129.95
Lynx Games	
Blue Lightning	£29.95
Electroop	£29.95
Gates of Zendoco	£29.95
Chps Challenge	£29.95
Guard III	£34.95
Kix	£34.95
Slime World	£34.95
Zenon	£34.95
Perio Mercenary	£34.95
Rygar	£34.95

RENT X PLAY

SEGA
MEGA DRIVE

AMSTRAD
GX 4000

Nintendo

Cx Commodore

C 64 GS

SEGA
MASTER SYSTEM

CONSOLE CARTRIDGE HIRE FROM AS LITTLE AS £1.50 PER WEEK

SEGA MEGADRIVE

FORGOTTEN WORLDS.....	£3.50
ZOO.....	£1.50
POPULOUS.....	£4.50
BUDOKAN.....	£3.00
LAST BATTLE.....	£2.50

NINTENDO GAMEBOY

SUPER MARIO LAND.....	£2.50
ALLEYWAY.....	£2.50
GOLF.....	£2.50
SOLAR EXPRESS.....	£2.50
TENNIS.....	£2.50

SEGA MASTER SYSTEM

ALEX KIDD SHINOBI.....	£2.50
GOLDEN AXE.....	£2.50
WONDERBOY.....	£2.50
DOUBLE DRAGON.....	£2.50
WONDERBOY-WONDERLAND.....	£3.00

TITLES LISTED ABOVE REPRESENT ONLY A SMALL SAMPLE OF CARTRIDGES AVAILABLE FOR HIRE BY MAIL

FOR FULL LIST AND REGISTRATION APPLICATION SEND FORM TO.

MY COMPUTER CONSOLE IS...

RENT 'N PLAY
PO BOX 37
BEESTON
NOTTINGHAM
NG9 1ED

NAME AGE
ADDRESS
.....
..... POST CODE

YOB'S

G O O S S I P

WHAT DID THEY GET FOR CHRISTMAS

If you're wondering what Santa brought the juvenile team for Christmas, wonder no longer. One of his little pixies (and we're not talking about Nicky Hemming here) revealed that a Super Famicon went to a certain Jaz Rignali (the lucky awins), Matt was the recipient of a fine leather motorcycle jacket and a variety of CDs, Oz got some socks, underwear, eflerhave and a Janet Jackson video (how boring can you get?) and young Gaz got nothing.

GAMEBOY OFF TO WAR

The Pentagon in the United States recently sanctioned a motion to send crateloads of Gameboys to the troops out in the Gulf. Sounds like a good idea to me! But what I'm wondering is, why not send Gameboys to Saddam's army - they'd be so busy playing Tetris that our men could sneak in and set everything to rights without having to resort to any sort of violence!

SEGA PIRACY

Following on from the Nintendo multi-game pirate cartridge story that I uncovered a couple of months ago, I've now found out that there are similar Megadrive cartridges available from unscrupulous pirates in the far east. Four games appear on one cartridge - one has Strider, Super Monaco GP, Super Shinobi and Golden Axe, while another features Truxton, Forgotten Worlds and Thunderforce II and III! Not bad, but these things are highly illegal and bringing such a cartridge into the country is a criminal offence.

BETTY BOO - DOIN' THE SEGA!

In a pre-Christmas issue of swingsome Smash Hits magazine, sexy pop siren Betty Boo revealed that she was secretly hankering after a Sega Master System! Why? So she can play her favourite game, Chase HQ, of course!



BY: ACCIDENT PRICE: NEGOTIATE

RELEASE DATE: OUT NOW

GAME DIFFICULTY: SOFT

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: FAST



PRESENTATION 69%

Generally unkempt and untidy, but occasionally makes the effort when "clients" are involved...

GRAPHICS 69%

Not exactly an artiste, but very good at drawing the facts 'n' figures on the advertising board

SOUND 72%

A very, very loud and raucous Irish accent And that's when she's NOT shouting

PLAYABILITY 92%

Plenty to get your teeth into, and it takes a truly expert player to explore the depths on offer

LASTABILITY 90%

Loads and loads - your joystick will never be the same again...

OVERALL 85%

Plenty of fun and entertainment on offer - just don't be put off by the loud sound and robust looks

NEXT MONTH



IF YOU THOUGHT THAT MICKEY MOUSE ON THE SEGA MASTER SYSTEM WAS GOOD - WAIT UNTIL YOU SEE THE MEGADRIIVE VERSION! WE'LL BE GIVING IT THE FULL MEAN MACHINES TREATMENT WHEN WE REVIEW IT NEXT MONTH!

ALSO

WE'LL BE RUNNING IN-DEPTH REVIEWS OF THE LATEST SEGA, MEGADRIIVE AND NINTENDO GAMES - SOME OF THEM ARE UTTERLY INCREDIBLE. WHICH ONES? WELL, WAIT FOUR WEEKS AND WE'LL TELL YOU!

PLUS

MORE SUPER WHOPPA TIPS, A HELPLINE SPECIAL AND OODLES OF O+A FANTASTIC COMPETITIONS WITH MORE AMAZING PRIZES TO WIN! MORE OUTLANDISH YOB! LOADS OF MEGA PREVIEWS ALL THE LATEST GAMEBOY STUFF THE HOTTEST NEWS FROM HOME AND ABROAD AND THE ALL-NEW CHARTS (HONEST!)

MAKE SURE YOU DON'T MISS IT - GET TO THE NEWSAGENT EARLY, OR BOOK A COPY BEFORE THEY ALL SELL OUT!

ON SALE FEBRUARY 1ST, MEAN MACHINES IS ANOTHER FINE PRODUCT AND WILL COST YOU A MERE £1.75.



DO YOURSELF A FAVOUR SLOT THESE INTO YOUR

SEGA™
MASTER SYSTEM™

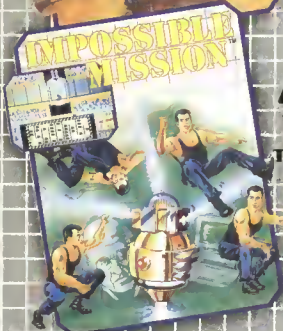


LUCASFILM
GAMES

INDIANA JONES &
THE LAST CRUSADE
THE ACTION GAME
© 1990 LUCASFILM - INC.
All rights reserved.
Indiana Jones and/or
his are trademarks
of Lucasfilm Ltd.

TENGEN

GAUNTLET
© 1990 TENGEN INC.
All rights reserved.
"ATARI GAMES
CORPORATION"



EPYX

IMPOSSIBLE MISSION™
© 1990 EPYX INC.
All rights reserved.

TENGEN

PAPERBOY™
© 1990 TENGEN INC.
All rights reserved.
"ATARI GAMES
CORPORATION"



LICENSED BY SEGA ENTERPRISES LTD. FOR
"PLAY ON THE SEGA" MASTER SYSTEM™
B.S. GOLD LTD., SUITS 2/3 HOLFORD WAY,
HOLFORD, LINCOLNSHIRE NG6 7AX,
TEL. 021 435 3344. SEGA is a trademark
of SEGA ENTERPRISES LTD.

U.S. GOLD®

SEGA™
MASTER SYSTEM™

from

Virgin

DISTRIBUTED BY
VIRGIN
IMPORT/EXPORT LTD.
1 MILLINGTON
LEICESTER LE1 1AA